POLYHEDRON™ Newszine

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Issue 11

RPGA™ NETWORK

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POLYHEDRON™

Newszine

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NOTES FROM HQ

For months now, members have been writing to RPGA™ Headquarters and asking for information concerning upcoming TSR™ products. Consequently I'm going to use this space to fill you in on what's upcoming from TSR Hobbies. In the margin you'll notice TSR's new logo. What is important about this one is its duality. Although it resembles a maze in structure (which credits TSR's first love — FRPG's), it does not limit us to one concept. It provides room for interpretation and expansion into other areas. In 1983, TSR Hobbies will be expanding in the Toy and Hobby fields. There will not only be numerous module releases (more on that in a minute), but also large plastic articulated figures for collectors, a line of metal minatures, and more.

Immediate releases

TSR's first translation — a French version of D&D® Basic Set will be available this year.

Starspawn of Volturnus, a novice level module for the STAR FRONTIERS™ game by Mark Acres will be available soon. This is the third and final module in the Volturnus series.

Mark has also finished *Tomb of the Lizard King,* an AD&D™ module for levels 5-7.

Beyond the Crystal Cave — an AD&D module from our TSR-United Kingdom branch.

Oasis of the White Palm — A module for the AD&D game system, levels 6-8, concerning the abduction of a shiek's son, by Philip Meyers and Tracy Hickman.

Blizzard Pass — Our first invisible ink module, by Dave Cook. For use with the D&D Basic Set, and designed for both group and solo play.

We're also offering the new and improved GAMMA WORLD® game. It's cleaner, clearer, deadlier, and definitely superior to past editions. I've had a chance to see galleys of this before it went to press and the Dave Ritchie revision of the classic Jim Ward and Gary Jacquet game will really impress both novice gamers and old vets. This should be available by summer.

The STAR FRONTIERS game will also feature a companion game for spaceship combat called Knighthawks, which can even be played separately from a STAR FRONTIERS campaign.

In addition, around 16 new modules will be coming out before the end of summer, which should tell you why '83 will be **the** year for role playing gamers.

Publications

The very popular ENDLESS QUEST™ Books are rolling right along. Two more books based on the D&D game have been written by Rose Estes: "Revenge of the Rainbow Dragons," the sequel to "Pillars of Pentegarn," and "Revolt of the Dwarves." Future releases this year will branch out into the TOP SECRET®, STAR FRONTIERS, and GAMMA WORLD games, in addition to more in the D&D game genre.

In addition to producing the excellent DRAGON™ Magazine, Dragon Publishing is also publishing AMAZING™ Science Fiction Stories, ARES™ Magazine, and STRATEGY & TACTICS® Magazine for the historical simulations gamer.

Figures

TSR Hobbies will be making their own 25mm metal figures in the future. Official sets of AD&D, STAR FRONTIERS, and GAMMA WORLD game miniatures will be released throughout '83, including sets to represent the party used for the AD&D Open Tournament this year at GEN CON® XVI Game Fair. Large plastic AD&D game figures will also be available this year from both TSR Hobbies and LJN for those who like *big* encounters.

Long awaited goodies

In Issue #10, Frank Mentzer mentioned the release of the D&D Basic Set revision as occuring sometime in 1984, and then went and cast a little magic of his own. It now appears as though the Basic Set will be available by GEN CON XVI Game Fair. The revision will be slanted toward introductory and solo play.

The really exciting news is the expected release of the AD&D™ MONSTER MANUAL II Book, scheduled for release at GEN CON XVI Game Fair in August. I'd love to give you hints, but I really can't — well, maybe just one: ever heard of a Pyroisk? You know what pyro means and you know what a basil-*isk* can do — let your imagination go from there.

RPGA™ Network items

RPGA Network Members have even more to look forward to. Our module schedule has been revised to offer 5-6 releases this year. R4 and RPGA Module 1 are in the catalog section of this issue.

RPGA Module 1: *Rahasia,* a D&D® game Module for 6-8 players, levels 1-3. Rahasia's her name. Beauty's her curse. The Rahib, an amulet, and freedom are your goals.

RPGA Module 2: The sequel, *Black Opal Eye,* should be available this summer. Both are by Tracy and Laura Hickman.

R-4: *Doc's Island,* an AD&D Module by Frank Mentzer for 5 players, levels 6-10. This 32 pager continues Frank's "R" series, and even has a little history of the lands you are in for good measure. An intriguing module which presents a quest within a quest. First, brave an overland/water journey to deliver the famed Egg of the Phoenix to the mysterious "Doc." But another quest awaits — if the party lives long enough to learn of it!

We are currently hoping to release part of Bob Blake's AD&D Open in late August. This means that not only will the "party" be available from TSR Hobbies in 25mm. figures, but the adventures run there will be available for you to run at home, even if you can't make the convention.

Other items

Collector's cases, gaming accessories, more fantasy apparel, and individualized items are among the continued premiums we will offer to our members. And perhaps a surprise or two!

LETTERS

"Do you have outfits like D&D® game characters wear, such as tunics, boots, cloaks, swords, shields, etc.? Do you know of any places that would sell such items, especially swords?"

— Dave Engler, Omaha, NE

Frankly Dave, TSR does not encourage the wearing of fantasy garb of any type. All of TSR's role playing games are strictly games of the imagination. People shouldn't try to emulate the characters they play — those characters are purely fictitous and do not really exist. Confusing fantasy and reality can be very dangerous, especially when it includes using weapons like swords. — *Mary*

"In your directory you give the names and addresses of fellow Members and what their gaming interests are — all this is very nice, but I just found out that six of the people that I wrote to in my area are between the ages of 9 and 13. The problem with this is that I am 33 years old. Could you please print the ages of the players as well? This seems like it would save a lot of time and trouble."

— Thomas Collins, Darby, PA

An unfortunate situation to be sure. I'm sorry, but to list the ages and other personal statistics of players would be to discriminate against them. I suggest that when you write a letter to a prospective fellow gamer you state your own age and gamer age preference in the very beginning of the letter. Obviously, you won't bat 1,000 for responses from older gamers, but all you will have really lost is a bit of time and a stamp.

If all else fails, have you ever considered gaming with a younger audience on occasion? Quite often, age has no real bearing on the quality of one's role playing. Such an experience might just be mutually beneficial on a multitude of levels. — *Mary*

Dear POLYHEDRON™ Newszine,

"This is the first time I've ever written to your magazine. It's been on my mind to do so for a long time now; Issue #9 was the spark that it took to get this letter going.

"In the *Notes For The Dungeon Master* column by Frank Mentzer, there was a comment to the effect that the creator of the AD&D™ game, Gary Gygax, does not himself run a 'straight,' by-the-rules game. This seems rather funny in a way, because numerous times, people I've met and gamed with have asked me if anyone ever played a by-the-rules AD&D game, and my answer was always, 'Well, Gary Gygax probably does, but I don't know of any others.'

"What I would like to do in this letter is to lay to rest, forever, the rumor that official AD&D games are common, or even occasionally seen. I have been playing AD&D and D&D games since 1977, and in all those years have never seen an AD&D game that did not include at least small amounts of 'unofficial' game material. There have been critical hit charts, critical fumble tables, double-damage-on-all-20's rules, new character classes, new character races, new weapon types, new magical spells, new monsters, altered level-progression systems that let dwarves be paladins and the like, games in which everyone had an artifact, and games in which there was no magic. Melee has been restructured for segment-by-segment play or streamlined to dump things like speed factors and armor-class adjustments for weapons. Magical systems — I could not count all the new magical systems I've seen. Elements from other games have been included on top of all this. Some characters have been allowed to reach levels over 20 (some up to level 100); some games have no one over 1st-level.

"I allow alternate player character classes and races to participate in the games that I run. Several of my games have involved conversion of player characters to new game systems for short adventures. Why do I do this? Why does anybody do this? Because it is fun. I like it. The people I game with tell me they like it. They alter their own AD&D games and they like it, and so do their players. Aren't some people unhappy with changing AD&D game rules or some additions Dungeon Masters make to the system? Sure. Aren't some people unhappy playing a 'by-the-rules' system of the AD&D game? Sure. Are there more people who play 'straight' AD&D games than there are people who play variant AD&D games? I wouldn't want to put it to the test if I were you.

"What's the point of all this? The point is that someone doesn't have to be as creative as Gary Gygax in order to be 'allowed' to play variant AD&D games. By 'allowed' I mean freed from criticism. It can well be argued that many variants of the AD&D game are unbalancing to the system, and from personal experience I know that to be true. But from personal experience, I know that many variant games are very plausible. A lot of people like critical hit tables; I don't, but they do and they seem to have a well-run campaign with them anyway (monsters, like player characters, get to do critical hits). Every DM chooses for himself or herself how the campaign will be structured.

"As for 'unofficial' AD&D games in convention tournaments, my wife and I have been in several and we haven't seen a strictly 'official' one yet. There were always particular 'house rules' that altered the system in some way, which we learned and accepted. It was no big deal.

"It all boils down to this: the AD&D game, like any other game in the whole world, is still a game. People play AD&D games to have fun. I may raise my voice against some particular practice or another, but at the bottom line I realize that I am making a lot of noise about nothing. Games are meant to be fun — a shared experience for a small group of people who just want to have a good time. However, I will defend to the death of all my player characters the right of anyone to play whatever they want, provided it doesn't harm anyone, and Heaven knows, the AD&D game is as harmless as they come.

"I would appreciate it if you consider this letter for publication in a future issue of POLYHEDRON™ Newszine. I would be interested in hearing other people's feelings on this matter. Thank you for your time."

— Roger E. Moore, Louisville, KY

Let me preface my reply to this letter by mentioning to any of our good readers who may have been residing on another plane for the last year or so, that Roger is a contributing Editor for DRAGON™ Magazine and has produced some extremely good material to be optionally used with the AD&D game system. (My favorite ones are the "Point of View" series of non-human and demi-human deities!) Having listed your qualifications, Roger, let me say that I both agree and disagree with your letter. The disagreements arise in a number of areas, but let me point out the strongest ones.

A) You're wrong if you say that because you haven't run in any "straight" games they aren't "even occasionally seen." I've seen them and run in them, both private

and tournament games, and I can assure you that they are definitely out there. I must agree that they are not "common." I feel that this point was the whole thrust of Frank's comments. If you observe the number of new gamers starting out who don't even try the established, balanced system, or as Frank mentions, "the D&D® game, a flexible and adaptable framework," you'd understand the reason Frank urges players to try it. The amount of mail I read from Refs who have strayed from the game (not only ADVANCED DUNGEONS & DRAGONS® and DUNGEONS & DRAGONS® games, but non-TSR games as well) and whose games are now completely out of control is staggering. The usual reason for this is because they didn't even try to balance the game as it is constructed. Seldom can you successfully build options without knowing the basic framework, or even how and why it exists. I believe what Frank was emphasizing is the need to play the game long enough to make a sound judgement concerning what should or shouldn't be "dumped."

B) RPGA™ HQ ***is*** *a bit strict when it comes to having an AD&D™ or D&D tournament run "by-the-rules." We have never said that any other tournament is less than enjoyable if it isn't one of our* official *RPGA Network tournaments, only that we won't support it. The reason for this is because a large number of gamers want an equal chance when they play. We can't always guarantee equality when completely off-the-wall monsters, items or rules are introduced. Some gamers may have fought a particular monster before where the majority have not. We try to provide the best common ground possible for gamers to compete — we feel the best common ground is the established game rules that everyone has access to. Your comment that "it was no big deal," is not usually echoed by a gamer whose character was just killed in an encounter that conflicted with information gained during extensive years of gaming. Matter of fact, they often get heated about this form of what they believe to be "cheating."*

As I mentioned, I do agree with you on a number of points. The game is fun and we have always stressed that fact. We have also stressed that it is the Referee's game world and what they say is final —afterall, it is a game. Since we agree on these points, I am a bit confused when I see the phrases, "allowed to play," "defend to the death of your player characters the right of anyone to play whatever they want, permitted it doesn't harm anyone," and putting the two different theories "to a test." Where did this all come from? Who said anything about anyone attacking players or their rights? It's all very democratic and noble, but I don't see what it has to do with Frank's article or RPGA HQ. (I have this image of me walking around at conventions with a spiked club slaughtering innocent gamers who pleadingly call out, "No, Kim, no —it was just an innocent variant!" "Tough," I holler. "You know the (organ sound here) RPGA Network rules! To vary from the books is to DIE!!" Yep, pretty convincing stuff, Rog.)

If a player wants to have an M-U riding a griffon encounter a Scoutship from the TRAVELLER® game system, fine. If the players like it, great. Our purpose is to offer a control, just like an anchor, from which the gamers can venture. These are our beliefs about the game, which are there for the same reason as yours — not to hassle or offend anyone, but to help our members. Thanks for taking the time. — Kim

"What does TSR stand for?"

— Zachary Ross, Detroit, MI

Originally, the initials TSR were derived from an association called "Tactical Studies Rules" of which Gary Gygax was one of the founders. It no longer stands for this, but is the name of the company, TSR Hobbies, Inc. — Mary

"I have heard of people getting discounts on AD&D™ game accessories, (modules, dice, etc.) with a membership card. How is this done?"

— James Honaker, Charleston, WV

RPGA Network policy concerning merchandise could certainly use some clarifying. RPGA Network Members may buy RPGA Network merchandise at a discount price either through the mail, by catalog, or at conventions. Conventions are the only place Non-members may purchase merchandise, and then the items are limited and at a higher cost.

We are currently working on a system whereby members may use their RPGA Network cards to receive discounts at specific hobby stores. We hope this policy will be in effect sometime in 1983. When this is established, the exact details will be stated in a future issue of POLYHEDRON™ Newszine. — Mary

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The Allegory of the Party

by Mary Kirchoff

Problem players. You don't have to role play long to discover their existence. You've been lucky if you've never encountered players or a DM like the somewhat exagerated ones presented here. If you have, then you understand the absolute unlimited number of ways they can impair a role playing game, both in the playing atmosphere they create, and how far a party or campaign progresses.

And so it came to pass that the time to adventure was again at hand. Five hearty adventurers met in the cottage of their declared leader, Kaye Autic, to plan for the excursion that was to begin on the morrow.

The paladin, Loyal Justin, spoke first. "The time has come, my comrades, to plan for our coming travels. Two major points must be settled before we depart. We must decide where we're to go and what we wish to take."

"I don't know why we must waste the night with preparations. I have all that I need," sniffed the impatient Avid Dyer.

Cautious Prudence Canny was quick to inform the rest of some well-thought out facts. "Oh come now, Avid. Surely you realize the importance of extensive planning to insure that we have forgotten nothing. By the by, I've been thinking. Perhaps we should postpone this adventure for just a few days. The apothecary is running a special on components day after tomorrow and I'd like to make sure that we have enough along for the spellcasters." As an afterthought, "We must be sure to take enough equipment, you know. There's just so much to consider . . ." Prudence's voice trailed off as though she were speaking to herself.

"A few days? Why, you must be mad! What we currently possess has held us in stead for a number of adventures. I say we leave immediately and waste no more time on silly cautions that will do us no good." Avid stomped his little foot for emphasis.

Loyal Justin cleared his throat before speaking. "I believe that we should take a vote. Each of us has individual talents which make us equal in terms of value to the party. No one person should decide for the whole." His clear, level tone caused momentary quiet in the room.

"Where is my dagger, my favorite little dagger?" Max Odious's scream shattered the silence. He turned to glare at crafty Musby Myin who was seated next to him, but presently engaged in conversation with Loyal Justin.

"What have you done with my dagger? I've never heard of anyone doing that before the party has left. He can't do that, can he?" Max wailed in the general direction of their leader.

The indecisive Kaye Autic hesitated as if unsure. "Well, we didn't have a rule about that before, so let's just make one up." Kaye sighed deeply with relief at having found an answer to the difficult problem.

"I don't think you can make up rules along the way," whined Max, flinging a challenge at Kaye.

Musby, who still had not spoken, inched himself out of the circle of people to stand apart from the group. He grabbed a book on Kaye's shelf and pretended to read it while actually eyeing the party.

Kaye figeted.

Once again, Loyal cleared his throat. "If Kaye says that we can make up a rule, then that is what we should do. We have appointed him leader, and as such we should accept his word."

"Now, we shouldn't be too hasty about this whole situation. Once we set policy we should stick to it. I've thought about it, and I believe that we must follow Kaye's lead, but I think a long debate is called for concerning whether or not Musby can do whatever it was that he did. Or were we talking about making up rules along the way? I can never remember." Prudence shook her head as if to clear it, and began to contemplate some undeterminable point on the wall.

Max puffed, "Well!" and turned to check what appeared to be a list.

"You're all daft. We're wasting time! There's treasure out there just waiting to be picked up. We have plenty of everything, and these other silly little details will get worked out along the way." Avid started pacing around the room like a trapped animal, hands behind his back, eyes focused on the floor.

At the sound of the word "treasure," Musby dropped the book, returned to the circle, and sat next to Loyal.

"Where were we? Oh yes. We were about to make a rule concerning making rules."

"That's not right!" interrupted Max.

"I know that Max! You have me all in a dither!" Kaye Autic searched his mind frantically. Then his eyes opened wide and a smile covered his face. "Yes! We were making a rule concerning whether Musby can steal anything before the party has left." Kaye sunk deeply into his chair and curled into a form vaguely resembling a little ball.

"Well?" Max prompted.

"For myself, I believe that each member should be free to act on their own volition. Incidentally, has anyone seen my magic ring? I left it for just a moment in this sack on the seat next to me. I'd like to put it on before we leave." Loyal began searching the floor.

"He's done it again! What are you going to do about it?" Max sneered at Kaye, who was figeting again.

"I'm not going to take the rap for any of this!" Musby said staunchly, speaking for the first time.

"Be fair. A man is innocent until proven guilty." defended Loyal. Musby gave Max a smug look.

"I was just about to point that out myself," interjected Prudence. "This whole matter calls for serious thought." She shook her head, overwhelmed with the complexities of the situation.

Avid sighed loudly and paced faster.

"We're waiting, Kaye," Max warned, eyes slit till he was nearly squinting.

Startled at the shift of attention, Kaye jumped. "I'm thinking!" Then, "I've got it! Musby can steal if he's not caught, but if he is caught, he can't steal." Kaye sighed even deeper than before.

Silence.

"Now wait just a minute. Do I look like the type that would steal from my own friends?" Musby said innocently, putting an arm around Loyal's shoulder.

"Yes!" screamed Max.

Ignoring Max's outburst, Loyal said, "Kaye has given his suggestion. All in favor please raise their hands."

Max sunk deeper into the setee. Everyone else raised a hand. Avid and Musby raised both of theirs.

Avid wiped his brow and began gathering his things while speaking. "Good! Then it's settled. Let's go! Boy, am I glad that that's over with! Look," he said, glancing out the window, "The sun is trying to come up."

The others followed his glance, and seeing the sun, absently collected their meager gear and headed out of the door to begin their adventure. Prudence hung back a little, for she had more equipment to collect. Suddenly, a thought came to her and she scurried to the doorway through which the others had just exited.

"Wait!" she shouted into the early morning sunlight. "What about the other questions? Maybe we should consider . . ."

Getting Started

A DAWN PATROL™ Game Feature

by Mike Carr

The DAWN PATROL game is popular for many reasons, but its most positive aspects are that any number can play (4 to 8 being the best), each game situation is different, and individual games only last 45 to 90 minutes on the average. Combine this with the fact that players have their own rosters of individual pilot personalities and the result is a game with continuing interest and appeal.

Getting started in the DAWN PATROL game is relatively easy. The basic game rules are embodied in the first 13 pages of the rulebook, and the rest of the material can be added later when the players wish to seek more complexity. The rules for movement and shooting are designed to be as simple as possible, and should be relatively easy to learn. A number of "ready to play" game scenarios are included for varying numbers of players.

New players are advised to play the game a few times to get the "feel" of it. Once the players are comfortable with the game, they can consider making up their pilot rosters to get into the role playing aspects of the game. Missions survived while learning to play can be added to pilots' records when the roster is first created.

At this point, the players as a group must make an important decision regarding the starting experience levels of their pilots. The "Starting Experience" rule outlines the two options: players can either start all their pilot personalities from zero each time, or they can use an alternative method which allows the possibility of prior experience for each new character created. The former method is the traditional method, and is recommended, but both methods will work just as well. The alternative method will allow players to have a few characters with some amount of experience.

The roster is created by assigning a pilot to each aircraft type, determining his national origin, rank and age, and giving him a name. Each character then takes on his own unique identity, and is used each time a player draws that character's aircraft type in a game. Pilots who survive missions and score kills add them to their experience tally, and will gain advantages whenever they reach a multiple of 12 missions or 5 kills. Winning medals for bravery and service are an additional possibility. Of course, some pilots will go on to renown, while others will be lost in action. As new pilots join the roster to take the place of those who have "Gone West," each player will have a varying assortment of personalities and experience levels. The bonds that grow between pilot characters and the players themselves are a vital part of the game!

Once players have begun playing the DAWN PATROL game, it's easy to get a group together on a regular basis. Like all role playing games, part of the fun is playing again and again to try to build up your characters' experience levels.

Once players have learned the basic game, they will want to explore the "full-blown" version. A wide variety of advanced rules are available which add a lot of excitement and enjoyment to an already action-packed game. You'll feel it keenly the next time your 11-mission Sopwith Camel pilot takes a critical hit that starts his engine afire at 12,000 feet. Can he put the fire out before the engine explodes, or will he be forced to jump from the blazing plane? Whatever happens, you will have yet another story to tell about a character who has become much more than just a name on a piece of paper! And isn't that what role playing is all about?

DAWN PATROL Convention Planned

Attention DAWN PATROL players! The DAWN PATROL Society is planning a mini-convention for interested players this summer. The exact details have not yet been determined, but the site will likely be in southeastern Wisconsin, and the event will probably be scheduled on a weekend in July. A random team tournament, an official RPGA™ Network event, and lots of pick-up games will fill the schedule.

All RPGA Members who are DAWN PATROL players will be welcome at the convention! For information, send a business-size SASE to: Mike Carr, 1271-D Wisconsin St., Lake Geneva, WI 53147.

DAWN PATROL Player List in Works

A combined listing of DAWN PATROL game players is being compiled by designer Mike Carr according to geographic location (by first zip code digit). This listing will be published later this year, and will be available for a nominal charge to cover postage and handling. Any DAWN PATROL players who would like to be included in this list should simply drop a line to: Mike Carr, c/o TSR, PO Box 756, Lake Geneva, WI 53147. The object is to bring as many players as possible into contact with each other, so if you play regularly or would like to, please respond!

Dispel Confusion

DUNGEONS & DRAGONS®

Fantasy Role Playing Game

DQ: How many levels can you advance in each character class? The Basic book doesn't say.

DA: In the D&D® Expert Set, the limits on demi-human classes (dwarf, elf, halfling) are given. Humans may advance to 36th level.

DQ: How does a *Magic Missile* work? The rules say it's a magic arrow, but my friends say it's a bunch of little missles (undescribed). They also say that each does 1d4+1 points of damage, but the book says 1d6+1. Who's right?

DA: You, and the book, are correct. Your friends are using AD&D™ game rules — a different game. Don't mix the two! They are different games.

When the D&D game Magic-User casts this spell, a glowing arrow appears next to him. It will remain there up to a full turn (10 minutes), and he can fire it at any time simply by pointing at a target creature. If not used by the end of that turn, the glowing arrow disappears.

DQ: What good is the Cleric's *Remove Fear* spell?

DA: With the Basic rulebook alone, it is only useful in calming NPC hirelings who become afraid (break morale). It is used to counter the *Fear* effect of the reverse of the spell (castable by 4th and higher level NPC clerics). When you add the Expert rules, you'll find that some creatures (such as a Mummy) can cause *Fear*. The spell becomes more useful as you add more rules.

DQ: In the *Cure Disease* spell (Expert rulebook), it says that it will cure lycanthropy. Therefore, nobody should ever become a were-creature as long as there's a 6th level Cleric around! So what's the big deal?

DA: It's an error. The spell will only cure lycanthropy if cast by a cleric of 11th level or greater.

Advanced Dungeons & Dragons®

Fantasy Adventure Game

ADQ: I've been applying all of Gary's new classes, spells etc. (from DRAGON™ Magazine) in my campaign. It's getting pretty confused. What can I do?

ADA: The *official* material in DRAGON Magazine is in rough form, offered for your consideration. It is not in final form — and many details will be modified (or perhaps missing entirely!) when they are finally "polished." We need your input before these rules appear in the new game supplements (tentatively planned for 1984 release). So try them this year, and tell us what happens.

For now, tell your players quite firmly that you are testing these rules. They are all subject to change. And if you discover through testing that an unforseen problem occurs, tell us! You'll help millions of gamers in the long run.

ADQ: An 11th level Magic-User used an *Enlarge* spell on a monk, and zapped him up to triple size. I ruled that, logically, the monk could stun opponents of triple the size indicated. Well, the monk hit with a 20, made the percentage roll, and killed a storm giant with a single blow. What should I have done?

ADA: I'd probably have done the same thing, but now (learning from your results) I'd say that you should figure the additional size of the monk, in feet, and add that to the sizes given. For example, if a 6' tall monk of 9th level were thus treated, he'd gain 12', so he could affect creatures up to 18' 10" tall. That rules out the storm giant (21'), but it's still very powerful. Hmmm — we must get Gary's comments on this one. Watch for a future update.

ADQ: The FIEND FOLIO™ Tome's description of the Drow mentions that their fine mesh armor is "+1 chain mail," but the DMG says that there's no magical elfin chain mail. Which is correct?

ADA: Both. The FF says "IN EFFECT, +1 . . ."; in other words, it's so finely made as to be AC4, instead of the normal AC5 for chain mail. It is not magical. The tougher Drow have even better armor, all non-magical but having the effects of +2, +3, +4, or +5 chain mail. Watch for minor phrasings; they can be very important.

BOOT HILL®

Wild West Adventure Game

BHQ: Is Strength treated like hit points in the D&D® game?

BHA: They are somewhat alike: Strength is a number (20 max), which is reduced by combat. Reductions are one of the three types: Light (-3), Serious (-7), and Mortal (instantly reduces Strength to zero). Unlike the D&D game, even a light wound affects one's combat ability. When a character's wounds have reduced his Strength to 50% or less of his original value, the character's accuracy is seriously impaired — he loses 20% from his chance to hit. Wounds in the gun arm or hand also reduce his chances.

BHQ: Why is there a 10% subtraction from your chance to hit for successive shots fired in one turn? It would seem that the following shots would have a better chance, because you could correct your aim.

BHA: Unless one hits the target (or something else nearby like a piece of furniture), it is unlikely that you will actually know whether your shot missed left, right, or high. This is why "spotters" are so useful during target shooting. BOOT HILL® game shooting is a combat situation, where it's unhealthy to keep your head exposed and take careful aim. The "kick" from the large caliber ammunition (.44 and .45 calibers were common) added to the difficulties in correcting missed shots. Finally, you *can* get a +10 bonus to hit if the weapon is braced on something solid like a rock or a windowsill and you have spent the previous turn aiming at the target.

DAWN PATROL™

WW I Aerial Combat Game

DPQ: If a pilot lands in enemy territory and is taxiing (say, to pick up a downed wingman), is he subject to the chance of capture each turn he is on the ground?
DPA: No. As long as he is taxiing, he cannot be captured because he can avoid enemy troops. He is, however, subject to rifle fire which could wound or kill him. Players should use their good judgment in these cases — obviously an enemy pilot couldn't be free from capture if he stayed on the ground behind the opposing lines for more than a few minutes.
DPQ: If an engine is on fire and the pilot puts it out, are any engine hits caused by the fire itself?
DPA: No.

GAMMA WORLD®

Science Fantasy Game

GWQ: When creating mutated animals for the GAMMA WORLD® game, what should you do to make them balanced?
GWA: When I make creatures, I concentrate on what I want them to do for the environment I am putting them in. If I want to make creatures that have overrun a military base, I give them powers that allow them to get past doors without hands, to avoid security robots, and resist the dangers of the technological devices found in those areas. When making new creatures for the wilderness, I design them to be at least as tough or tougher than the monsters already in the rules booklet. This allows them to survive the action of players who have been gearing up to face the mutants they know about from reading the rules. I also try to key in on special abilities, for instance, if a creature has Pyrokinesis, its mutations will reflect things related to heat. It could resist lasers, or have double Pyrokinesis, or be deathly afraid of the cold.
GWQ: I know it says, "does not affect living matter," but if a Negation Bomb hit 2 meters from you, what would happen?
GWA: Since one does not really exist, we have only our imaginations to go on. I think it would be much like a flash bulb going off in front of your eyes. As written, the effect of this bomb causes power cells, batteries, and generators to loose all of their energy. It does not harm life, but it is a projectile. I imagine if one hit you in the chest it would do a 1d12 or so of damage.
GWQ: What happens when you use a laser pistol underwater?
GWA: I am not a laser physicist, but I do know that light, including laser light, refracts in water. I imagine that it would reduce the range of the weapon to about 1 foot (.3 meters to you metric fans). In that range I think the damage would still be as listed.

Gangbusters™

1920's Role Playing Adventure Game

GBQ: All first level characters start out with just $50 in cash. It costs a P.I. $50 to get his license! How can a P.I. get other things at the start of the game?
GBA: Ah! You have hit the first problem faced by the P.I. Money should be a problem for a P.I. A good campaign judge will keep his P.I.'s "hungry" for those special cases. A beginning P.I. gets money for additional items from the advance he must negotiate for his first case. Remember, always give a beginning P.I. a special case his first night of play. This gives him a chance to get right into the action.
GBQ: Can a grenade cause a car to explode?
GBA: Yes, but the percent chance depends upon other conditions. Is there gasoline splashed around the area? Does the car have any special protection? As a general rule of thumb, use a base 10% chance and modify upward or downward for circumstances.
GBQ: When a character is using the Disguise skill, how often should the judge roll a skill check?
GBA: Roll a check when the character first puts on the disguise. Then roll again whenever the situation suggests that the disguise might be damaged or altered, for example: after a fist fight, chase on foot, gunfight, or other strenuous physical activity.

STAR FRONTIERS™

Science Fiction Role Playing Game

SFQ: Can a Dralasite divide into two or three characters?
SFA: No. A Dralasite is a single creature and cannot divide itself as it pleases. The only time it can divide is when it is giving birth. This obviously results in a baby Dralasite, not another character.
SFQ: Can a Dralasite slide under a door?
SFA: If the door has a gap that is 10 cm wide at the bottom, yes. It will take the Dralasite about an hour to make its entire body this thin.
SFQ: Can a Vrusk carry another character on its back?
SFA: A Vrusk carrying another character on its back would be the same as if a Human were carrying someone on their back. Vrusk are not horses and cannot easily carry riders!
SFQ: On the equipment lists, what are the masses of unmarked items, such as grenades? Why are they not marked?
SFA: The masses of all unmarked items are less than .5k. They are not given exact masses because it would be too much bother to require every character to keep track of every gram of equipment carried. The referee should allow the character to carry a reasonable amount of such equipment (20 grenades for example), he should either tell the character he can't carry more, or give the items a mass of a couple of kilograms.

TOP SECRET®

Espionage Role Playing Game

TSQ: Who is James Pong and what are his Personal Trait Values?
TSA: James Pong is the character name of a good friend of mine that has played TOP SECRET game since it first began being written. His latest Personal Trait Values are: Physical Strength, 93; Charm, 33; Willpower, 95; Courage, 190; Knowledge, 31; Coordination, 195; 11th Level.
TSQ: I have long wondered if an agent in TOP SECRET game can be a Mercenary, Bounty Hunter, or a combination of both. If so, could you print a Level Table in POLYHEDRON™ Newszine?
TSA: Allowing a Mercenary or a Bounty Hunter into the TOP SECRET game is an Administrator's choice. The Administrator should design his own Level Chart. Zero experience points should equal first level. Twenty thousand points are necessary for tenth level. Ten thousand experience points must be earned for every level above tenth.
TSQ: What countries is TOP SECRET game played in?
TSA: I have received letters concerning TOP SECRET game from all over the United States as well as Canada. I have also heard from gamers in Spain, Austria, Switzerland, New Zealand, and the United Kingdom. It has been reported that United States servicemen are playing TOP SECRET game in South Korea. I've also heard that the game is in Australia, Scandanavia, and somewhere in the Middle East. It would not surprise me to hear that the game was behind the Iron Curtain.
TSQ: I have written a TOP SECRET module. What is my first step to see if TSR Hobbies would want it?
TSA: First, do not send any manuscript until asked to. Second, write a letter requesting a Submission Form from:

Mike Price, Acquisitions
TSR Hobbies, Inc., P.O. Box 756,
Lake Geneva, Wisconsin 53147.

Third, follow the instructions given with the Submission Form and be prepared to wait for an answer concerning your manuscript. TSR is currently flooded with submissions and employs ten full-time designers. This information is not meant to discourage outside authors but rather to inform would-be authors that the competition is tough — really tough. TSR will gladly look at well-written, imaginative ideas.

Encounters

by Mike Carr

The following is a DAWN PATROL™ Game Encounter.

August 21st, 1918 1010 hours

You and your group of fellow German pilots watch as the solitary Fokker D VII circles the airfield. Its black fuselage is marked with a large white letter 'B,' and you know the aircraft well — it belongs to the Jastafuhrer (squadron leader), Leutnant Walter Blume.

With approximately 20 victories to his credit, Leutnant Blume is one of Germany's foremost pilots. Since taking over the leadership of Jagdstaffel 9 in early March, he has molded it into an effective fighting unit. The young pilots of the Jasta have learned much about air fighting from their experienced leader, even though he is only twenty-two and a half years old himself! He already wears the Knight's Cross of the Royal House Order of Hohenzollern, and the coveted Pour le Merite ("The Blue Max") is sure to follow. When Leutnant Blume speaks, you and your fellow pilots listen! These are difficult times, and every pilot needs every possible edge to survive and succeed against the enemy.

The D VII glides down to a landing and taxis over toward your group. As the big propeller windmills to a stop, Leutnant Blume pulls himself out of the cockpit. With a smile on his face, he takes off his flying cap and strides over to your group.

"It's turning into a better day for flying," he says. "The mist is clearing up and the visibility is improving. Are you ready to go?"

You and your group nod in assent, and the Jastafuhrer begins to outline the mission. "At 1040 hours, your kette will rendezvous with a single Rumpler at 9,000 feet in sector 17. I've just come from their unit and they're getting the cameras ready. You will escort the two-seater across the lines and protect it while photos are taken of the rail depot opposite sector 17. Then, you will bring it back across the lines to its airfield before returning home. Any questions?"

Your gaze meets his, as you ask the question most on your mind. "Are the British active today, Herr Leutnant?" The reply is soon in coming.

"Indeed they are! After the mist and rain yesterday, they'll probably be out in force today. Be alert. But remember — your primary job is to protect this Rumpler at all costs. I have confidence that you will do a good job! Good luck!" As he turns away, you feel a pat on the shoulder.

Your fellow pilots say little, but they have flown enough escort missions to know what has to be done. As you head for your Fokker, you pull on your flying cap and look the airplane over. The bullet holes in the tail from last week's mission have been patched, and the big biplane looks almost as good as new. Its white wings and black fuselage mark it as a proud member of Jagdstaffel 9 — it has served you well. You know that every pilot at the front would like to have a Fokker D VII with the 185 horsepower BMW engine like yours! Yes, for many reasons you are lucky to be with this Jagdstaffel.

As you climb into the cockpit, the chief mechanic comes up to you. "We've tested the engine, and she seems as good as ever! No more problem with that fuel feed." You nod as you pull on the safety straps.

"Thanks! Will you help get her going?" you ask.

He goes over and grabs the propeller. You set the engine for starting and yell, "Ready!" He swings the big wooden prop and in a moment the BMW roars to life. With a wave, he moves to the side as you play with the throttle. Beside you, each of the other Fokkers is starting up in preparation for the mission. You adjust your goggles, settle into the seat, and taxi the plane around for takeoff. With a wave, you and the others are off, rolling across the airfield. The engine increases its speed, and in a short time, you're off the ground and on your way!

Your wingmen quickly join you in a tight formation, and you head west for sector 17 as you climb. The morning mist is disappearing, and the clouds are breaking up. You start scanning the skies, and your heart begins to pound.

Below, you can see German troops on the move. They have been in retreat since the British attacks earlier in the month. Things have not been much better in the air. Some days it seems as if the Allies have two planes for every one on your side. Only by fighting under advantageous conditions are you and your wingmen able to maintain your effectiveness.

As you approach sector 17 and the proper altitude, you search the skies for the Rumpler. There it is! The big two-seater is climbing from the east, and you and your kette dive down to meet it. Just as you get to it, you see the observer and pilot waving their hands. They're having engine trouble! With a "wash out" sign, they indicate that the mission is scrubbed and turn their Rumpler back toward home. As their big plane starts to dive away, you and your wingmen know that you're free — it's time to go hunting.

You're the first one to see the enemy formation that is climbing toward your group from the west. You waggle your wings and point, alerting your wingmen to the threat. For once, your group isn't badly outnumbered. This morning there'll be no running away!

As you nose down your Fokker to dive upon the enemy, you feel the same sensation as every time before: the dry throat, the pounding heart, the tinge of fear. But you love the challenge, and that's what air fighting is all about. You ready your guns and prepare for the attack. Now you can see them clearly: Dolphins! This British squadron is a good one. Maybe today you can put one on your victory list . . .

This scenario can be played by 4 to 12 players. Simply divide them into two sides, with any odd players being British. Players can fly any of their pilot personalities assigned to these two types of aircraft.

Start the two formations 6 squares apart with the Dolphins coming from the west. The Fokkers begin at 8,000 feet and the Dolphins at 7,600 feet. Dolphin pilots roll normally for possible Lewis guns, and Fokker pilots roll normally for parachutes. There are no clouds.

NOTES FOR THE DUNGEON MASTER

by Frank Mentzer

Deities #2

Any foolish character who seriously contemplates an assault on a member of an AD&D™ divine hierarchy (whichever pantheon is used by the DM) is in big trouble. As outlined in the previous NftDM, there are ways to prevent the whole situation from ever occurring. And as promised, here are some tips for handling situations that have already developed.

You've got supercharacters who have already "slain a god" in an adventure you ran. Question: Where do you go from here? Answer: Backwards, sort of. You do a little rewriting.

Option #1: Casually mention that the clerics of that particular deity haven't had any problems lately; the deity is still granting 6th and 7th level spells, and it's "business as usual" in the pantheon as a whole.

What happened? Several explanations are possible. An illusion produced by any pantheon's Supreme Being could be powerful enough to foil all mortal attempts at disbelief, and the whole adventure could have been illusory! Note that experience points earned during such an adventure should still apply, though all treasures would mystically evaporate afterwards. (How long afterwards? Why, now that you mention it, they disappear right about — now!)

Option #2: The being slain was an imposter. It was a monster, created by the deity (or the deity's superiors) in a near-perfect imitation of the real thing. All treasures and Experience were real, but the real deity wasn't even approached by the characters.

After all, *somebody* up there would have been forewarned of the characters' plans and approach, and in plenty of time to permit the creation of such a simulacrum.

Option #3: It really happened, and the deity was slain, but was immediately replaced by the next immortal being waiting in line for promotion. Since the existant hierarchy worked as it was, the being automatically assumed the full persona of the deity slain. Nobody, either in the deities' plane or on the Prime Material, was inconvenienced in any way.

Think about this, too. The names used for the deities couldn't possibly be their real names. The new guy no doubt has his own, but fills "job X" — and the title of that position is "Thor" or whatever.

How are you supposed to use the DDG? As a guideline for a rationale. Clerics get their spells from "deities," so who are the deities? Several mythological ones are given in the book, and you should pick one mythos and use it. The statistics given are for comparison between the deities — not for comparisons to supercharacters!

Remember that Gary didn't write DDG. Have you seen the Solars and Planetars in DRAGON™ Magazine? There are some examples of how tough other-planar creatures can be, and they're just minions, for pete's sake! Can you imagine the abilities of the higher-ups, in player character terms? I'm waiting for Gary's GODS OF GREYHAWK™ book (as I'm sure you are) before I get into any serious character vs. deity affairs.

If you like the epic sound of mythological gods battling each other, or fighting the monsters of the mythoi, you might try making a separate game of it. Put the characters aside for a night, and try role playing the deities of Greek myth, having a big battle after a serious disagreement arises. (I strongly advise the DM to research the mythos some more before tackling this. DDG is nice, but space didn't permit lengthy discussions of the complete mythoi.)

You should also try the SAGA®: Age of Heroes minigame, which portrays the famous battles of the legendary Norse gods. Retail price is only $4.00, and it's a pretty neat little game.

I suspect that the whole "god problem" arose from misinterpretation of rules. For example, some beginners saw the Fighters Table (PH, pg. 22), and read it as "1d10 hp to start, 2d10 more at 2nd level, 3d10 more at 3rd level, plus Constitution bonuses to each die . . ." thus resulting in a 9th level Fighter Lord with 45 hit dice. This is wrong — every class gains only one hit die more per level. And while the Con bonuses apply to each die, you stop gaining hit dice at a certain point (9th for Fighter) and gain only hit points thereafter. Thus, a 100th level Fighter (egad!) has 9d10+243 hp, plus Con bonus on 9 dice, for a maximum total (with 25 Con, +7 hp per die) of 396 hp. Even that astounding total can be used up quickly when battling the minions of a deity on its home turf, minions like rocs, huge (unnamed) giants, and anything else the DM can dream up.

So stop this nonsense! The ADVANCED DUNGEONS & DRAGONS® game system was not designed for role playing or fighting deities. They're included as background information, and shouldn't become the ultimate opponents. Their existence and habits can be assumed and not detailed, as are the thousands of NPC beggars populating every medieval AD&D game world. Religion causes enough arguments in real life; don't bring them into the game.

Mapping from Square One

Part II

by Frank Mentzer

Corridors

"Standard corridor" — draw two parallel lines, starting at the beginning of the corridor and extending in the direction given. This is always followed by compass direction.

Corridors running east-west and north-south can be easily described in feet. Five and ten foot intervals are recommended, for ease of mapping. Other corridors are known as "diagonals," and are usually not described in feet.

"Corridor Widens" — the corridor you're in gets wider ahead. Always followed by (a) "to" the new width, (b) "over" the distance to that new width from the start of the widening; can be "Immediately." Usually followed by a direction to indicate the wall that "widens," the other remaining straight. EXAMPLES:

Corridor widens to 30' over 50' [fig. 1]

Corridor widens north to 15' over 10' [fig. 2]

A corridor is assumed to widen equally in each direction, unless specified otherwise. In fig. #1, the 10' wide corridor widens to 30', 10' to the north and 10' south, as nothing was specified.

When a corridor widens in both directions, that should be clearly specified. EXAMPLE:

Corridor widens to 40' over 20', 10' north and 20' south. [fig. 3]

"Corridor narrows" — in the same manner as above, but a new width less than the current width. However, the direction indicates the wall that remains straight, rather than the one that "narrows." EXAMPLES:

Narrows south to 10' over 20' [fig. 4]

Immediately narrows west to 10' [fig. 5]

"Corridor slopes" — the floor and ceiling of the corridor you're in continue at some angle other than horizontal. Slopes are often undetectable and thus not mentioned. Always followed by "down" or "up," the amount of descent or rise, and "over" a distance. Since slopes are usually not obvious map features, they should be noted to the side of the corridor. EXAMPLES:

Corridor slopes down 5' over 20' [fig. 6]

Corridor slopes up 10' over 60' [fig. 7]

"Ceiling slopes" — the floor of the corridor you're in remains horizontal, but the ceiling slopes upwards or downwards. Always followed by "to" the new height (from floor to ceiling), "over" the distance. Notes should include old and new heights of corridor. EXAMPLE (Standard height is 10'):

Ceiling slopes up to 15' over 20' [fig. 8]

"Floor slopes" — As Ceiling, above, but with respect to the floor. The ceiling remains horizontal. EXAMPLE (Std. = 10'):

Floor slopes down 10' over 40' [fig. 9]

TURNS and INTERSECTIONS

"Corridor turns" — the corridor you're in turns to head in a new direction. Always followed by Left, Right, or compass direction. When mapping, the area of the turn is described separately from the corridors leading to and away from it. EXAMPLES:

Corridor turns left, then goes 30' [fig. 10]

Corridor turns south, narrows east to 5' over 10,' and continues [fig. 11]

"Sideroad" — one corridor intersects the one you're in, at a 90 degree angle. Usually starts with width of sideroad, optional if Standard. Always followed by Right, Left, or a compass direction. Sideroad and continuing corridor are then described normally. EXAMPLES:

10' sideroad right [fig. 12]

5' sideroad north [fig. 13]

"Diagonal Sideroad" — as a normal Sideroad, but intersecting at some angle other than 90 degrees. Always followed by a compass direction; size is mentioned as per Sideroad. EXAMPLES:

10' diagonal sideroad right, northeast [fig. 14]

20' diagonal sideroad left, southeast [fig. 15]

"Four-Way" (or 4-way) — the corridor you're in continues, but two sideroads intersect at one point, the entrances opposite from each other. They can be at 90 degree angles or otherwise. All opposing corridors are of the same dimensions, whether Standard or otherwise specified. EXAMPLES:

Four-way [fig. 16]

4-way with a 20' [fig. 17]

4-way with a diagonal northwest and southeast [fig. 18]

4-way with diagonals northwest and southwest [fig. 19]

"Complex 4-way" — whenever any of the corridors at a 4-way is of different dimensions than its opposite, the intersection should be carefully described, corridor by corridor. The DM should start to the mapping character's left and describe, in clockwise order, the corridors seen. EXAMPLE:

Complex 4-way; left is 20', then ahead widens left to 15' over 20'; then back west 5' to a 10' gap, which is a diagonal southwest [fig. 20]

"Tee" — the corridor you're in goes no further, but another corridor forms a "T" type intersection, heading left and right, always at right angles. The new corridor is Standard unless described otherwise. This may be followed by other corridor information. The "top of the Tee" is always flat unless noted otherwise. EXAMPLES:

Corridor Tees [fig. 21]

Corridor Tees with a 5' north, 10' south [fig. 22]

"Lazy Tee" — as a normal Tee, but the new corridor does not intersect at right angles. Only one direction must be given; the other is obvious. EXAMPLES:

Lazy Tee with a 5', diagonals northwest (and southeast) [fig. 23]

Lazy Tee, north (and south) [fig. 24]

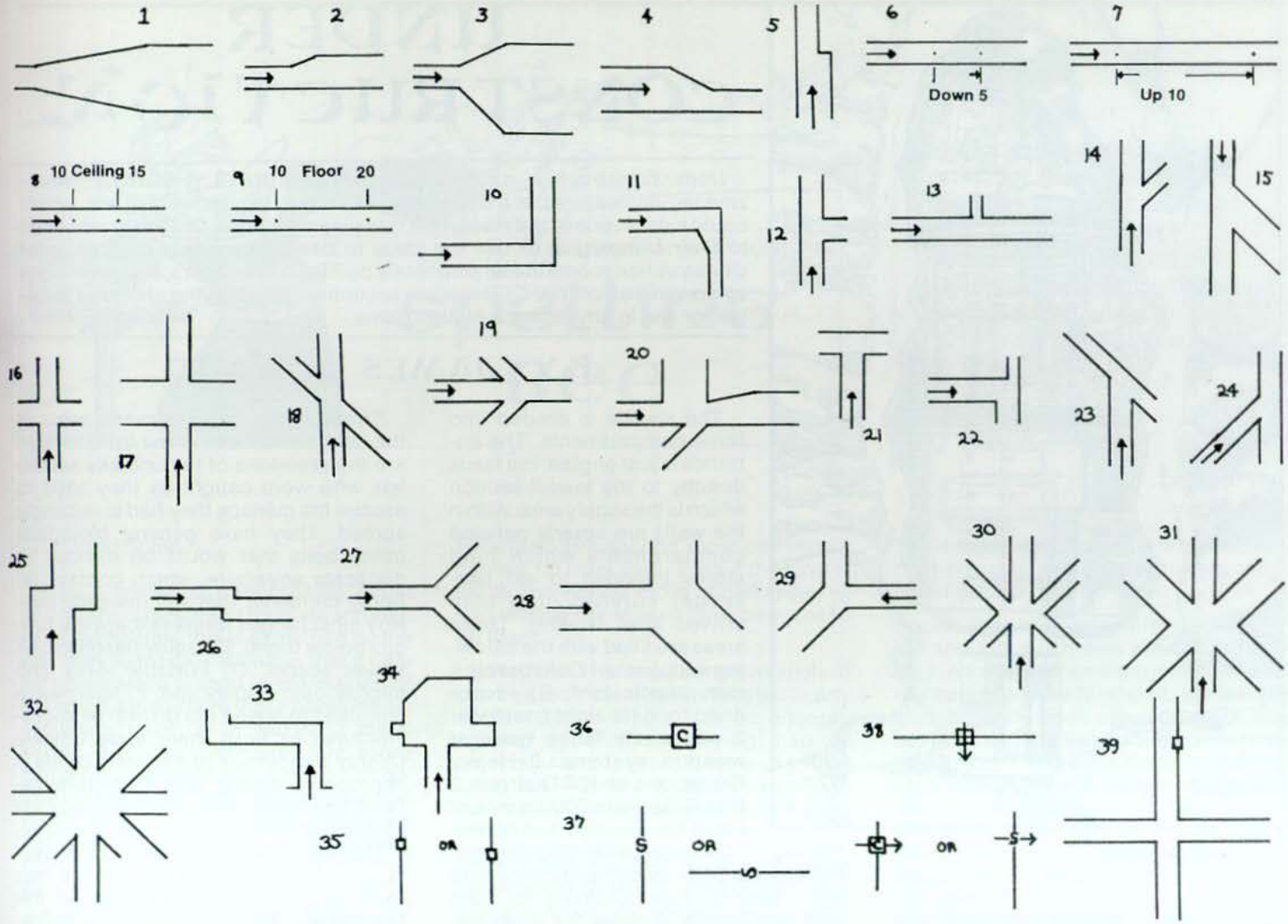
Note that the only difference between a Tee (or Lazy Tee) and a Sideroad is the direction from which the intersection is approached.

"Jog" — the corridor you're in shifts slightly, but continues in the same direction. Always followed by the direction and distance of the Jog. EXAMPLES:

Jogs right 10' [fig. 25]

Jogs south 5' [fig. 26]

"Three-Way" (also called "Y") — most intersections of this type (unless perfectly symmetrical) should be described



carefully, corridor by corridor, starting to the character's left and continuing clockwise. EXAMPLES:

Corridor Y's, each branch ½ diagonal wide [fig. 27]

3-way; north 20', then 2 diagonal wide southeast [fig. 28]

3-way; southwest 1 diagonal wide, then north 10' wide [fig. 29]

"Six-way" — Usually looks like a 4-way until you get close, when the left and right sideroads are seen to be two diagonals each. Other formations are possible but irregular, and should be described carefully.

4-way with 10' (pause); six-way [fig. 30]

4-way with 20' (pause); six-way [fig. 31]

"Eight-way" — Immediately noticeable at a distance. Eight corridors intersect in one area. If irregular, describe carefully. [fig. 32]

Other — 5-way and 7-way intersections will always be somewhat irregular, and should always be described carefully, a corridor at a time.

General Note

If any misunderstandings occur, the DM can easily clarify matters by describing the course of a wall. For example, from an existing corridor: "Left wall continues 20'. Right wall goes 30', cuts left. You get to the turn and see corridor heading west; left wall goes 40' and cuts north, right wall goes 30'." [fig. 33]

This method is highly recommended for describing oddly-shaped rooms and corridors. EXAMPLE: (A 10' wide corridor, heading north, opens into an odd-shaped room): "Left wall goes 10' west, 5' north, 5' west, 5' north, 5' east, 10' north, 1 diagonal northeast, 20' east, 20' south, 10' east, 10' south, and 20' west to connect." [fig. 34]

Features

Doors, stairways, furniture, and other features are commonly found in most dungeons. Their location is usually given in relation to other features. For example, a chair might be "1 diagonal from the northeast corner of the room."

DOORS

Standard map symbols are used for all types of doors. They include:

Normal Door [fig. 35]

Concealed Door [fig. 36]

Secret Door [fig. 37]

One-Way Door [fig. 38]

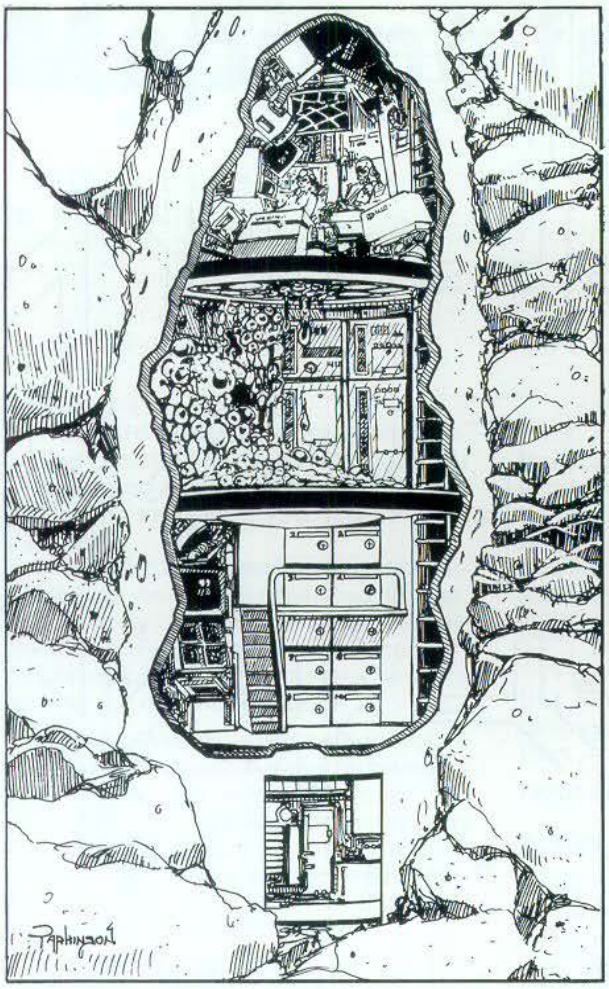
When a door is found, the description should give a single point; the center of the door will be at that point. For example, to a character at a 4-way intersection: "looking north, you see a Standard door 35' ahead on the right; corridor continues." Since the center of the 4' wide door is 35' ahead, it should be drawn in the center of the right wall of the fourth square north of the intersection. [fig. 39]

"Normal" Doors

Normal or Standard doors are the most common types, but Concealed and Secret doors are also found occasionally. Any door can be made to work one-way only. Most doors have hinges, but some may simply slide — up, down, or sideways.

"Trick" Doors

A door that looks Standard, complete with keyhole, hinges, and doorknob or handle, may actually be a sliding door, using the extra hardware merely to confuse characters. A hinged door may have false hinges, and may pivot on any side; a "Standard" door, for example, may be hinged across the top to swing upwards, so that characters entering will not (at first) see what is directly above the doorway.



UNDER CONSTRUCTION

Under Construction, a new addition to the list of POLYHEDRON™ Newszine regular features, is a description of a room, lab, speakeasy, etc. which could exist in one of the many TSR role playing games. DM's may add them to their campaigns, or use the ideas to design their own rooms. *Under Construction* rooms are written solely by RPGA™ Members, and should *not* be considered official TSR module sections. The following shuttle is suitable for use in any Science Fiction game.

BY JAMES M WARD

Player Information

A fresh fall of rock calls the find to your attention. You look up at the new cliff face and see the span of metal slide open with a hissing sound. It is an easy climb to this new feature of the mountain. Through a window at the bottom, a metal structure with a ladder up to another section can be seen, as well as several sets of blinking lights on wall sections about the room. There are strange dripping noises coming from the area above you. The whole scene is a mystery that beckons you to find an answer like a mutant moth drawn to a nuclear flame.

Referee's Section

This structure was an escape shuttle from a biological research satellite. A new fungus went wild, and it was necessary for the resident scientists to abandon the satellite. Unfortunately, the fungus came aboard the escape shuttle with them. While they were strapped in the upper third of the unit, the fungus was growing and eating in the middle section. It partially ruined the emergency systems of the computer, and as a result, the shuttle crashed and buried itself in the soft loam of the hillside. Much later, the dirt fell away, the automatic systems of the shuttle opened the outside doors, and more oxygen was cycled into the compartments. Oxygen is just what the dormant fungus needed to stimulate a new series of growth spurts.

The shuttle is divided into three compartments. The entrance is just engine, but leads directly to the lowest section which is the supply area. Within the walls are several paneled compartments which hold stores intended to aid passenger survival until help arrived after landing. These areas are filled with the following supplies: A) Collapsable 4 man plastic tent, B) Freeze dried food for eight people for 3 weeks, C) Three types of weapon systems: 3 Heavy Crossbows and 30 Quarrels, 3 Riot Rifles with 300 rounds of Pellet Ammunition, and 4 Laser Pistols, D) Communications Equipment: Planet wide SOS beacon and 2 miniature radio sets, E) Field Clothing for both cold and jungle climates for 8 people, with adjustable fittings for a wide range of sizes, F) Instruction manuals on outdoor survival in all climates, and G) General camping materials for starting fires, cooking food, etc.

The controls for the maintenance of the engines are in this section, as well as outside viewing screens (in their present position all show rock).

The second section is lit by a functioning computer whose surface is about 90% free of fungoid gunk. This room was designed to hold the large emergency computer and small chemical analyzing plant. The fungus completely ate away the chemical plant and a portion of the computer before it ran out of oxygen. All of the walls of this area are pitted, and a dried brown mold rests on everything.

The dripping noise comes from a patch of active fungus on the ceiling. The patch is about a meter square and looks like a bubbling mass of bright green foam. Parts of it keep falling, making a hissing/splashing sound, and have formed another patch on the floor.

There is an opening in the ceiling; it is possible to avoid the fungus when trying to get to this area, however, no one knows how long it takes to grow, and it splatters quite a bit each time a globule lands on the floor.

Strapped into the command seats of the control chamber in the third section are the skeletons of the unlucky scientists who were caught as they tried to escape the menace they had unwittingly spread. They have general biological utility belts that would be difficult to duplicate anywhere, which contain: A) Spray container that will instantly destroy most fungus forms (except the fungus below them), B) Utility flashlight, C) Power scapel, D) Portable x-ray and microscopic display unit, E) Microwave gun used to speed the growth of microcreatures or burn them away quickly (highly dangerous to all forms of life if improperly aimed), and F) Neutralization Cloak suitable for protection against all forms of radiation or laser light energy.

The rest of the small area contains various control panels which list the last readings before the ship entered the atmosphere. There are flashing red lights, gauges registering who knows what, and radar screens showing the positions of objects in space. The entire scene makes the shuttle look as if it were still in flight.

If the panels are touched in any way, the computer will change all of the systems to their proper readings. The computer realizes that it is under attack by the fungus, and will verbally suggest that the characters try everything to get rid of it. Unless contained, the fungus will eat through the computer in two hours. The referee may determine an effective weapon against the fungus. Remember, however, that all of the resources of the biological satellite couldn't stop its growth in space!

Lore of the Shuttle

The shuttle has very complete systems because of the forethought of one bold designer in the early years of its development. Controlling administrators were trying to minimize the amount of equipment placed in shuttles of this type. This young and ingenious engineer tricked seven senators into spending six days in a shuttle on a deserted area. Once done, the engineer had no further problems appropriating all of the materials he felt necessary for the proper construction of the shuttle.

This column serves as a forum for discussion of misunderstood or misused AD&D™ game spells. Please send questions or suggestions to "Spelling Bee," Editor, POLYHEDRON™ Newszine.

by Frank Mentzer

Druid Spells

First, a few words about scrolls. Druid scrolls are rare (4½% of treasure scrolls). In my campaign, this is explained by the way they're made. I maintain that a little bit of mistletoe is used in the making of the scroll. I also claim that a holy/unholy symbol is used up in making a cleric scroll, but those symbols are more common, available for a mere 50 gp. Thus, I can keep a good grip on scroll manufacture. Though these details are not given in the books — and indeed, Gary might advocate another point of view — they help me maintain control.

As greater mistletoe is preferred, and defined as "cut with a gold or silver sickle and caught in a bowl," this severely limits the number of druid scrolls having full effect. More often, the newly discovered scroll would be made using holly or oak leaves, for 50% normal range, duration, and area of effect.

If a druid scroll turns up, I use the following chart to check for the materials used in making it (roll 1d20):

Die Roll	Component Used
1 - 9	Oak Leaves
10 - 14	Holly
15 - 17	Borrowed Mistletoe
18 - 19	Lesser Mistletoe
20	Greater Mistletoe

Enough about scrolls. Here are some notes on a few 1st and 2nd level druid spells:

Animal Friendship: Not for adventures (1 turn casting time), but commonly used to gather animal guards, who probably won't get along with the druid's character friends.

Entangle: The second most commonly carried 1st level spell. Even if the save is made, the victims move at half speed — and missile fire should have bonuses to hit them.

Faerie Fire: The most common spell. It can be cast if the target is located in any way — *Detect Magic* may be enough, against opponents carrying magical objects or under the influence of a spell or potion — and will allow everyone to watch the victims' movements for a good while.

Predict Weather: Not much use unless the Weather System in DRAGON™ Magazine is used, or some other system invented by your local DM. While we're on the subject, the DM should note that the druid's *Call Lightning* is useless unless you include some weather in your game. Be fair, but remember the possible effects of that spell — *very nasty.*

Cure Light Wounds: Often carried by a druid who won't admit to carrying it, because it's for personal use in emergencies, such as when the local cleric drops. Remember, druids are neutral.

Feign Death: A favorite of smart low-level druids. They hate undead; they wonder why those other clerics can *Turn* them, while they can't. So this is often carried, because as long as the effect lasts, Level Drains won't take effect. However, once 7th level is reached (and the shapechange ability gained), this is usually dropped in favor of a fast escape in bird form.

Fire Trap: Only a 2nd level spell, but 4th for a Magic-User — if it's in the spell book. No such problems for the druids.

Heat Metal: The most abused spell. Most intelligent creatures would shed the warming (or cooling) metal fast, either before damage occurs or when the first 1d4 is taken. The exceptions to this principle are usually special items (e.g. intelligent swords) and so forth.

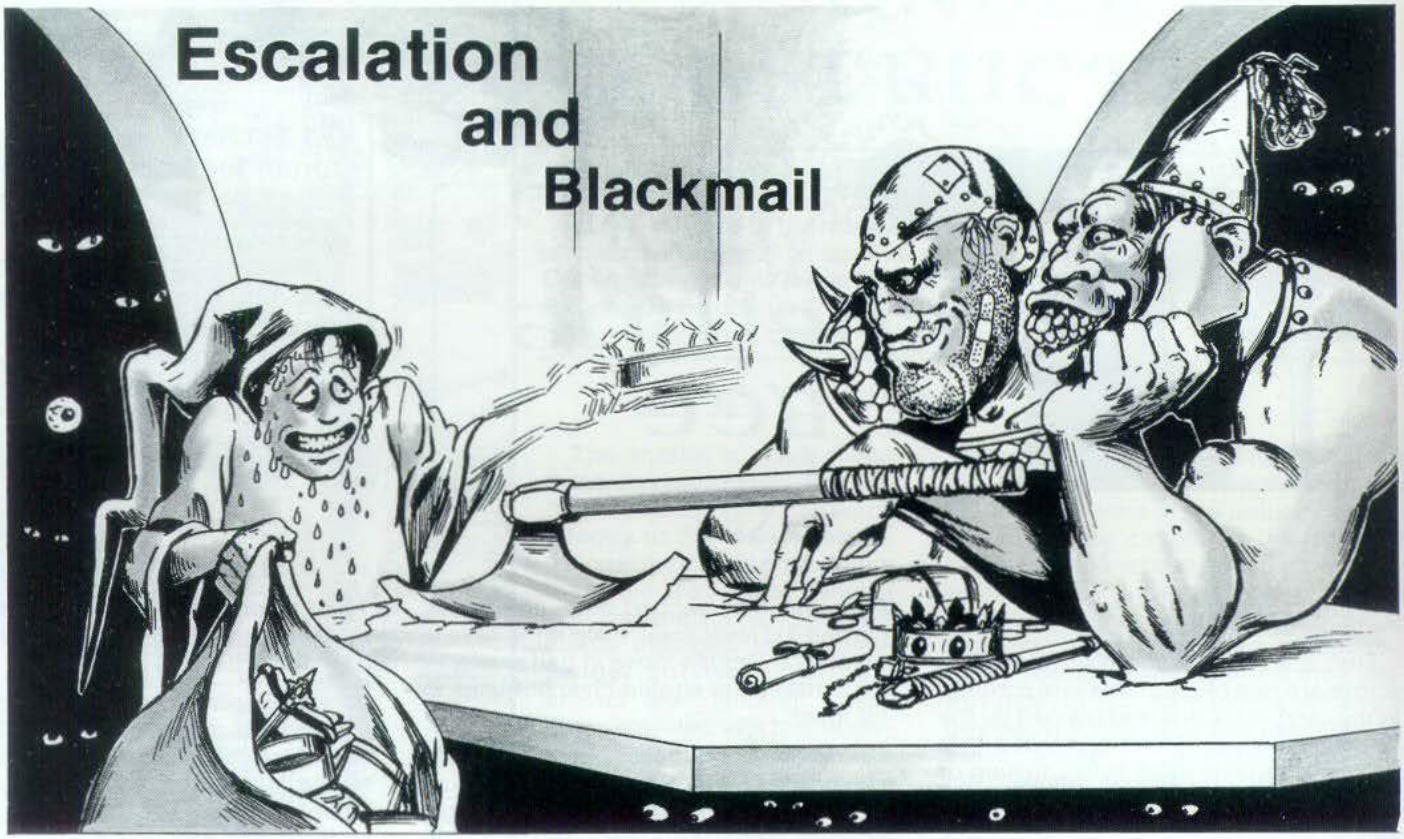
Locate Plants: Used to find wild mistletoe and not much else except DM specials. A treant or shambling mound should not be located by this spell. My world's shamblers are made of weeds, vines, and so forth, and my treants are normal tree types (with names like Cedaric, Ashley, etc.), but intelligent. Higher level spells, such as *Call Woodland Beings* and *Commune With Nature*, could locate these creatures, but not this 2nd level spell.

Obscurement: Great for outdoor getaways, but quite a mess in dungeons!

One final note on the druid's shapechange. Druids cannot shapechange into human, demi-human, or humanoid forms. Though normal mammals are permitted, humans aren't animals (you may know some, but they're technically illegal here). More on druid spells in a later issue.

EASTCON: June 24 - 26, 1983, Glassboro State College, Glassboro, NJ. The East Coast gaming organizations who have sponsored GEN CON® East Game Fair, ORIGINS™ and PennCon over the past 10 years have combined efforts to bring you this year's EastCon, featuring seminars, demos, and tournaments by major manufacturers and game designers. Official tournaments include TSR's AD&D™ game and an official RPGA™ Network tournament. Food and housing are available on site in addition to hotels and restaurants nearby. For a Pre-reg form and more information, send an SASE to: EastCon, POB 139, Middletown, NJ 07748.

Escalation and Blackmail



by Gary Gygax

There are many problems attendant upon the creation and maintainance of any role playing game, but it seems as if fantasy brings out the worst (and best, of course) in gamemasters and players alike, for the imaginative nature of the subject matter encourages creativity and free thinking. The Learned Mr. Eastland informs me that the areas most frequently mentioned by Network Members are those which appear in the title of this article. Without further ado, then, let us address these very problems.

Who does not know about my stand on the "Monte Haul" game? I have derided this sort of play and warned of the natural consequences for years now. The principle is simple: although the game systems offered are generally broad and open-ended, the bases upon which they are constructed are finite in scope. AD&D™ game rules postulate commencement at 1st level of professional skill and gradual progression to limits not in excess of about 20th level. The systems built into the rules are designed to make progress slow and difficult. If these are followed strictly, it should take several years of play to bring a character to the upper limits. At such juncture, virtual "retirement" — typically in conjunction with the DM, so that the "retired" PC can be used as a "power" in the campaign milieu by the DM — is mandatory. Other characters, whether brand new ones or former henchmen of the "retired personage," are then brought into regular play with the same goal in mind. Given the number of races and professions, this should provide no less than a solid decade of regular adventuring before any player has "retired" characters in all areas, from clerical to illusionist, dwarf to half-orc.

It is possible for a clever and highly inventive DM to allow faster progression and higher levels, but this assumes many things, the least of which are tougher monsters. NPC's must be of proportionate (or greater) ability, magic of all sorts must be upgraded, and the whole made to mesh with the base rules. Obviously, this doesn't occur with any regularity, or else this article wouldn't be needed! The usual case is that DM's allow rapid, unearned rise in professional skill. Players in such campaigns brag fatuously about their umpteenth level paladin/assassins with invulnerable armor and swords of unfailing sextuple damage. Magic-Users employ spells which demolish worlds — after all, they've slain every deity many levels earlier! Who can keep up with such stuff? Nobody to my knowledge. Such campaigns disintegrate under the crushing weight of ennui, with the umpteenth level players wandering off to greener pastures out of sheer boredom. Naturally, these former players cannot actually play the game, so their interest can't be rekindled by a well-run campaign — low-level characters are for beginners . . . (Besides, one or two outings in a real campaign quickly shows them up for bad players who rely on level and equipment rather than playing skill.)

The answer to escalation in any AD&D game campaign is simple: follow the rules and it won't happen. If each and every DM played the monsters encountered as if they were his or her own player characters, most of the easy expeditions would be over. Groups of organized kobolds with nothing more than a few copper pieces in treasure would provide an object lesson to casual participants looking for unearned wealth.

Truth to tell, I have lost a character or two to such lowly foes. Such proper beginnings would also put an end to the foolish inquiries about what to do after some PC killed Tiamat and desired to know the exact nature of her treasure. When asked how many abshai devils were fought, how many

dragon consorts were there, how many other devils overcome, the blank stare told the whole story. Another Monte Haul DM giving both monsters and treasures away is neither unique nor exciting. This is not to say that a few superior DM's have not managed to conduct reasonable campaigns wherein PC's of 20th level and above were active, for I do know of several. The real question returns to the need for such levels. They are not needed, for restraint of the level of play to that given in the rules is far easier to manage, and assures that the participants get to explore the game in all of its facets by playing various characters of differing race and profession.

The foregoing does not apply to the D&D® game system. It is, in fact, designed to move player characters upwards more rapidly. 30th level is not unthinkable — it is actually not remarkable. The problem is, however, we (TSR) have been remiss in providing the necessary material beyond low to intermediate level play. D&D® game players have, understandably, then grafted the AD&D™ game system into their campaign and sought to use it as the vehicle for continued expansion of play. The desire is logical. The device is not. To correct this unfortunate situation, we are now hard at work revising and reformating both the Basic and Expert sets of the D&D game to prepare the way for final release of the next two portions of the game. The revised sets will be available in mid-1983. The D&D® Companion Set should be ready by early 1984. It will provide for play through the 24th level or thereabouts. The fourth set will continue play through at least 36th level of play and deal with quasi-deity status and development of PC "worlds." It is projected that this should be ready about six months after the third set, so a GEN CON® 1984 Game Convention release is not impossible. Along with these additions will come a revised and expanded GODS, DEMI-GODS & HEROES™ book and a complete fantasy world setting for the D&D® game. Frank Mentzer is in charge of this massive effort, with Francois Marcela-Froideval and several others assisting. My personal apologies to all of you who eagerly await the completion. The undertaking has been scheduled for several years, but until recently we did not have the manpower to undertake it while continuing to produce regular work.

To sum up the problem of escalation, it occurs when the DM allows too rapid a rise in levels for the game basis at hand. The problem is typically compounded by a "Monte Haul" attitude — after all, the immediate gratitude of the players is gratifying indeed. Viability of the campaign is virtually eliminated for short-term accolades. To keep participants, the DM must attempt to create ever-tougher monsters guarding ever-greater treasures. Because such monsters are created only to be slain, and because the more powerful magic and richer loot are always awarded, the cycle must be repeated, until the imagination of the DM fails or players tire of reaping unearned rewards. Use of the AD&D™ game in such a campaign is certain to bring it to a close very quickly. Even when the complete D&D game system is available, a "give it away" approach will doom the campaign to be short-lived indeed. Complete familiarity with the underlying principles of the game, as well as thorough rules knowledge and superior DMing, are key elements to campaign longevity and a sure end to the spiral of excalation in too many campaigns.

This brings us around to the topic of blackmail. Some Gentle Readers will be surprised to learn that threats are actually a part of some campaigns. Blackmail in reality is a crime punishable by law. In the game setting there are no such laws, but... The problem, as I understand it, is that too many DM's find themselves coerced or forced into allowing players to get away with certain things by dint of blackmail. If a PC isn't allowed to live, do some postscribed act etc., the player or group will retaliate by 1) taking vengence upon the DM's PC in their game, or 2) no longer play in the DM's campaign. That is pretty low.

As a DM, I have never been daunted by any implication of retaliation or actual threat to any of my player characters in another campaign. Who indeed would wish to play in a campaign run by so shallow a person as one who would resort to measures of that sort? Not I. I have, therefore, never lost a character due to "revenge." I am careful with whom I participate in any campaign, particularly with respect to the DM. If any DM values a PC more than their personal integrity, they should give up gaming until their personality is sufficiently developed to cope with such problems.

Let us leave that and go on to the second area; "I'll take my marbles and go home" ploy. To say that such a threat is childish is putting it mildly. The DM who allows blackmail of this sort to affect his or her judgement must take a hard look at himself or herself in this light. If the threat is childish, what then the person who actually reacts to it?! Certainly the enjoyment of playing FRP games is undeniable, but at what cost? If it is true that the only players a DM can get for a game are of the level where blackmail is common, who needs such association, even if it means temporarily giving up the game? Hopefully none of the honest participants would resort to crime in order to obtain sufficient funds to purchase game products.

Similarly, why should such good enthusiasts consort with blackmailers in pursuit of the hobby? Better to set the whole thing aside for the time necessary to find sincere fellow gamers interested in true playing enjoyment. If it takes months, what is that cost weighed against the true joy of sharing with others of like mind and integrity?

The answer is easy: tell any blackmailer that you will allow one such threat to pass as a jest, but a second will bring retribution swift and sure. Most blackmailers are weak or cowardly. A firm reply could well demonstrate that childish peak will gain nothing, and basically honest types will give over the idea and proceed with integrity. With luck, the actual blackmailers — those set on the course of having their way regardless — will quit then and there. This will remove the bad example and counter with the good example of your integrity as a DM.

Consider this also: where and when does blackmail end? Never, of course, until the blackmailer has drained everything he or she wants. In the case of a game, that means a short time indeed. The initial portion of this article covered escalation. Compound that with disrespect for a DM. Who can respect a DM who gives in to blackmail? Who can trust his or her ability and integrity? Who can feel a sense of real accomplishment for success in a game of the sort DM'ed by such an individual? One single incident of giving in to blackmail and the integrity of the campaign is doomed. It will not last long. Its members will never be respected by themselves or others.

If some player actually dares to openly threaten you as DM, then the options are clear. You must reject the threat, punish the character, and remove the players from the campaign — permanently or until such time as an open apology and renounciation of blackmail is made. If you are threatened as a player by blackmail, the reaction must be as immediate and as strong, with whatever measures are open to you in the circumstances. If this means leaving a campaign, so be it. A new and better one can be found.

So much for sermons. May the dice be with you!

Tournament Scoring System

Part II

Rating Judges and Players

In the last issue of POLYHEDRON™ Newszine we discussed the manner in which recognition was given to RPGA™ Members for their achievements in recognized tournaments, and the various points awarded for individuals and teams who finished first, second, and so forth. The purpose of that article was to collect and remark on *already established* scores for these events.

The subject of this article is the process used for the actual determination of who is a winner in an event or tournament. To preface this, however, let's make sure we're all talking about the same thing. There are many scoring systems that are in use around the world today for different contests. This one, the *RPGA Network Scoring System for Players and Judges,* is designed for role playing games only. It will be used by the RPGA Network in 1983 as a standard by which all participants in official, sponsored, and approved events are judged. The overriding concern in constructing this system was its universal use. This system will be used all over the country, in many different types and sizes of conventions, for all of TSR's role playing games. Therefore it must be as flexible as possible while still being rigid enough to be considered valid.

There may be some who would argue that a more personalized approach be used and modified for every event run. This is not possible due to time and personnel, and also impractical when considering fairness. What we are dealing with here is a record of how individuals perform in a given situation and these records must be as impartial as possible. If RPGA HQ starts giving awards, prizes, and such, as they do at GEN CON® Game Fests, then the possibility of proving why someone won an event becomes a very real scenario — there must be no question as to the integrity of the system. Hence the Player/ DM Protest System in last issue and the inclusion of a ranking system for judges in future RPGA Events.

Following are the two forms players and judges of our future events will be receiving. They are relatively simple and self explanatory. Before an event begins, the coordinator of the tournament or convention should provide the person running the event with enough player sheets to review each player *or,* in the case of tournaments, with one sheet for each group for the first couple of rounds, *then* a sheet for each person in the final round. At the same time, the coordinator should give each player a sheet to review the judge. It would be best if the coordinator would explain to both the players and the judge that it is important that all sheets be filled out and returned. A provision for picking up the forms or having them brought to a central location should also be detailed at this time. Remind everyone that without completed player evaluation forms, the players cannot advance, and without completed judge evaluation forms, that judge will not improve for future conventions and tournaments.

Prior to the event, the coordinator should arrange for any assistance needed to tabulate the score sheets. When the sheets arrive, those tabulating them should multiply the score by the modifier to get an area total, then the totals should be added, along with any bonus totals, to provide a grand total. All the individual or group grand totals should then be compared to determine who wins, advances, etc. When dealing with the "Score" area of the forms, always remember that a "10" is the best that individual or group could do in that area — better role playing, best knowledge of rules, least amounts of mistakes made, etc. A "1" indicates that the person or group performed dismally, — the least amount of objectives attained, the most time wasted, etc. The range from 1 to 10 is always poor to great.

Before the event is held, the coordinator should also review the tournament or event and decide which bonus areas should be included in the judging. DAWN PATROL™ games, for instance, seldom have a "Treasure" area in them. Some areas may apply and others may not. It is up to the coordinator to inform his/her judges of areas which are not to be used in the forms. The coordinator or his/her assistants should also be available for questions and clarifications concerning the scoring procedures.

After all of the scores have been tabulated, announced, and awarded, and **if** the event has been recognized (see POLYHEDRON Newszine #10), the next step is to register the results with RPGA HQ. First — prepare a list of all players who scored in the top three teams and/or the top five positions. Second — retain a copy of this list for your own records (mail does get lost and we sometimes do make mistakes). Third — send a copy of the results (that's the winner's names and RPGA™ Membership numbers) to: RPGA Network Coordinator, RPGA Network, POB 509, Lake Geneva, WI 53147.

You may use this system for any events you wish, anytime you wish, but only send us the list if the event is official, approved, or a sponsored tournament or event. Again, see issue #10 for a complete definition of those rankings. You may photocopy the following forms for use in judging events and tournaments.

Judges Sheet

(To be completed after the event or round)

Attention Referees: The purpose of this score sheet is to provide the Coordinator of this event with precise scores for every individual or team that played in the event or round. If this is a single event, please fill out 1 (one) sheet for every player in the event. If the event is a multiple round event and the entire team advances, please fill out 1 (one) sheet for the team and not each person. If there are individual awards to be given in the tournament for best player, etc., please fill out 1 (one) sheet for each player on the team in addition to 1 (one) for the team in the final round of the event. Revisions in the system may be brought to your attention before scoring to reflect peculiarities in this event.

Remember — please be as objective and fair as possible. Score everyone on the same "scale." You will see a box under the heading "Score" after each section. This is where you enter the numerical factor. The numbers are 1 through 10 with no fractions allowed; 1 indicates the worst one could do in that area and 10 is the best. You will note that there is a "Modifier" after the score box. This will give you an indication of the differing importance placed on each area. Do not write in the "Total" box. The Coordinator and his staff will do all computations. If you have a question concerning this sheet, ask the event Coordinator before you fill it out. Thank you for your cooperation and assistance in this tournament.

Please make sure all "Score" boxes and bottom information are filled in completely.

RPGA™ Network Player Ranking System

Area	Score	Modifier	Total
1. Reaching Event Objective *Did the player/s accomplish the objective set down for them at the beginning of the event?*		x10	
2. Reaching Secondary Objective *Did the player/s accomplish any alternate objectives set down for them at the beginning of the event?*		x4	
3. Player/s Survived *Modify the 1 - 10 range for amount of hit points left over at end of event; 10=no hits taken, 5=½ of hits left, 0=dead, etc.*		x5	
4. Role Playing *Did the player/s play the character/s as it should have been played (keep in mind class, character intent, race, etc.)?*		x7	
5. Teamwork *If this was a team event, did the players work for their team?*		x8	
6. Ingenuity *Did the player/s come up with any creative or ingenious ideas that helped the party without distracting it from its purpose?*		x3	
7. Individual Risk Taken *Did the player/s assume any risks for the party? Subtract for any taken needlessly or foolishly.*		x2	
8. Rule Knowledge *Did the player/s display an exceptional knowledge of the game rules? Subtract for constant attempts to "Ref" the event themselves.*		x6	

Bonus Points

Area	Score	Modifier	Total
A. Treasure *Was the treasure found by the party an important aspect in the event? Or did it just weigh them down or waste their time? Score high for treasure found if that was the party's objective* ***or*** *for treasure that was found and used to accomplish the objective.*		x1	
B. Power Abuse *Did the party achieve its goals without using excessive "heavier" magic, items, mutations, etc.? Subtract points for powers used in a wasteful manner.*		x1.5	
C. Determination *Do you think there should be any extra points given to this team for the determination of magic items, runes, machines, etc.? Do not confuse this with the established goals of the event.*		x.5	
D. Fun *Was this group fun to play with? Would you run this group regularly if they lived in your area?*		x2	

Player's Name or Team # _____

Player's RPGA™ Network # _____ Date _____

Event Name _____

Round # _____

Judge's Signature _____

Total Score

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Players Sheet

(To be completed after the event or round)

Attention Players: The purpose of this score sheet is to assist the Coordinator of this event with precise scores for determining the quality of available judges. If you would please take a minute to fill it out it would help the next tournament or event Coordinator to provide a better event.

Remember — please be as objective as possible. Be fair in your appraisal of the judge, using your past experiences as a measure. After each area you will see a box under the heading "Score." You are to place a numerical factor there which reflects your opinion on how well the judge performed in that area. The range is 1 through 10 with no fractions allowed; 10 means the judge performed admirably in that area with no problems at all and 1 indicates that the judge was terrible in that area. Do not write anything else in the scoring areas. The Coordinator and his staff will total the sheet for you. If you have any question concerning this sheet, ask the event Coordinator or judge before you fill it out. You may fold the sheet up after you have finished if you desire. Thank you for your time and cooperation.

Please make sure that all "Score" boxes and the bottom information are filled in completely.

RPGA™ Network Judge Ranking System

Area	Score	Modifier	Total
1. Game Knowledge *Did the Referee know the game rules? Could he/she find specific information quickly?*		x10	
2. Decisiveness *Was the Referee firm in his decisions without being offensive or abusive?*		x9	
3. Control *Did the Referee allow a player or players to perform any "illegal" actions (use the same spell twice, etc.)? Did he/she allow players to "browbeat" their way through?*		x7	
4. Role Playing *Did the Referee role play the monsters and NPC's well? Did he/she allow you to role play?*		x4	
5. Descriptions *Was the Referee clear and understandable in the descriptions of rooms, encounters, etc.?*		x8	
6. Time Management *Did the Referee waste time by giving excess information, straying from the subject, etc.?*		x6	
7. Fun *Was the Referee fun to play with? Did he/she help you to have an enjoyable time? Would you game with this DM if he/she lived in your area?*		x6	

Referee's Name _____ Date _____

Referee's RPGA™ Membership # (if known) _____

Event Name _____

Round # _____ Team # _____

Player's Signature _____

Total Score

MATTEL ELECTRONICS® & DUNGEONS & DRAGONS™
Computer Game Reviews

Computer Labyrinth Game

The MATTEL ELECTRONICS® DUNGEONS & DRAGONS™ Computer Labyrinth Game is packaged to look like a castle. Playing pieces include an instruction booklet, a metal dragon, two warrior figures, a treasure chest, and plastic pieces for walls and room markers. You supply the 9 volt battery.

The 8" x 8" playing board is a touch sensitive computer which, when pressed, emits sounds that are the backbone of this game — walls, the dragon, treasure and even movement have individual sounds. These sounds are your clues - become familiar with them.

Begin with a level 1 game; it pits you and an opponent warrior against the dragon in a race to discover and retrieve the treasure. Movement at the start is limited to 8 squares per turn; turns are alternated with your opponent. Choose a secret room and start moving around to try to find the passage to the treasure. Listen for the walls sounds and remember to mark them with a wall piece when you do find them.

When you get within three squares of the treasure the dragon awakens and a mad dash to get the treasure and avoid the dragon ensues. Incidentally, the dragon can move diagonally and fly over walls. Woe is the tale of the player who meets the dragon, for there is no chance to slay it; the player who is attacked is sent back to the secret room to start again with reduced movement. If the same player is attacked three times, he is out of the game.

Options for level 1 include warrior vs warrior combat. The computer gives and takes from an unknown strength rating. If you attempt to ambush your opponent, the computer automatically figures each strength rating and the winner may or may not be able to continue to move.

In the Level 2 game, the computer randomly adds doors around the maze. You won't know if you've gone through a door until you attempt to move through a "door" that has closed behind you. The computer keeps doors shut for a random number of turns, but all doors eventually open. This level really tests your memory.

When you reach the treasure your movement is reduced to 4 squares! It can be a long, slow trip back to safety at this rate, and if the dragon is close you must plan ahead to determine where the dragon may be and might move to. The best strategy to use for both levels is to have each player explore the maze around their respective secret rooms to discover the entrances and exits.

I failed to mention that the dragon is invisible and that you may determine its whereabouts only when it attacks you. Nice touch, isn't it?

Retail price for this fine Mattel Electronics game is around $50, but with some discount store shopping you should be able reduce that by $10 to $15.

Computer Fantasy Pocket Game

Armed with the magic arrow and magic rope, I was sure that I could locate the dragon in his lair and slay him. I adventured through a series of rooms and discovered that the dragon was near. I had but to choose the correct direction and force my way into his room. The magic arrow would do the rest.

But as luck would have it, I was about to complete my task when a large bat appeared from nowhere and carried me deeper into the dungeon. I was lost and my only hope was to search quickly for a path back to the dragon.

The MATTEL ELECTRONICS® DUNGEONS & DRAGONS™ Computer Fantasy Game offers a 100 room dungeon with pits, bats, and a dragon; there are three levels of game complexity. The hand held unit has a button for direction changes, a second for movement and a third for attack. You begin in the upper left of the dungeon (10' x 10'). The direction button will direct movement in one of four directions. Press the movement button to determine where you are in the dungeon in terms of grid coordinates. The upper left is area "A 0". Play is not restricted to the outer boundaries of the dungeon because it is a magic dungeon. Movement from upper left to the north will take you down to "J 0."

You begin the first level with the magic rope which enables you to get out of the pits, but once used it stays at the pit. You may pick up the rope later if you chance across it. However, on the second level of the game, both the arrow and the rope are randomly placed for you to find. The third level denies you the use of the rope altogether — one misstep is fatal.

The object in each level is to find the magic arrow and use it to slay the dragon. Along the way, the computer will inform you of the presence of nearby pits, but it won't tell you where or how many there are. The computer will also inform you when the dragon is in one of the four rooms nearest you. In addition, you will not be able to anticipate or avoid the bats, and thus must remember your grid coordinates so that you may return to the area from which you were taken.

The computer also gives you a score based on your time adventuring. Although scoring stops at 99, you may still continue to complete your quest.

The only real flaw with the unit is the design of the battery storage area. The unit comes packed with batteries and you must pull out a strip of plastic to engage the contacts; once done, the unit is permanently switched on. Fortunately, the batteries are replaceable. Retail price: $29.95.

Modules

D = Basic D&D® Modules
X = Expert D&D Modules
A = Advanced D&D® Modules
M = "M" — Invisible ink Modules

BH = BOOT HILL® Modules
GW = GAMMA WORLD® Modules
GB = GANGBUSTERS™ Modules
SF = STAR FRONTIERS™ Modules

TS = TOP SECRET® Modules
CS = Coming Soon
B = Beginner
I = Intermediate

Module	Sug. Retail	Type	# Pages	# Players	Level of Characters	Town, Dungeon or Wilderness	Other Modules in in story series	Position on WORLD OF GREYHAWK™ Map
B1: In Search of the Unknown	$5.50	D	32	1 - 6	1 - 3	D		
B2: Keep on the Borderlands	$5.50	D	32	1 - 9	1 - 3	D		
B3: Palace of the Silver Princess	$5.50	D	32	6 - 10	1 - 3	D		
B4: The Lost City	$5.50	D	32	6 - 10	1 - 3	D		
B5: Horror on the Hill	CS	D	32	5 - 10	1 - 3	D		
X1: Isle of Dread	$5.50	X	32	6 - 10	3 - 7	W		
X2: Castle Amber	$5.50	X	32	5 - 8	3 - 6	D/W		
X3: Curse of Xanathon	$5.50	X	32	5 - 8	5 - 7	T/D		
X4: Master of the Desert Nomads	CS	X	32	6 - 8	6 - 9	W	X5	
X5: Temple of Death	CS	X	32	6 - 8	6 - 10	T/W/D	X4	
M1: Blizzard Pass	CS	M, D	32	1+	1 - 3	D		
M2: Maze of Riddling Minotaur	CS	M, X	32	1+	4 - 6	D		
T1: Village of Hommlet	$5.50	A	24	4 - 6	1 - 3	T/D	T2	N4/95
N1: Against the Cult of the Reptile God	$5.50	A	32	4 - 7	1 - 3	T/D		
U1: Sinister Secret of Saltmarsh	$5.50	A	32	5 - 10	1 - 3	D	U2, U3	U4/123
U2: Danger at Dunwater	$5.50	A	32	6 - 10	1 - 4	W/D	U1, U3	U4/123
L1: Secret of Bone Hill	$5.00	A	32	2 - 8	2 - 4	T/D/W	I2, L3	Spindrift
L2: The Assassin's Knot	CS	A	32	5 - 10	2 - 5	T/D	L1, L3	Spindrift
I1: Dwellers of the Forbidden City	$5.50	A	32	6 - 8	4 - 7	D		Hepmonaland
I2: Tomb of the Lizard King	$5.50	A	32	7 - 9	5 - 7	W/D		
I3: Pharoah	$6.00	A	32	6 - 8	5 - 7	D/W	I4, I5	
I4: Oasis of the White Palm	CS	A	32	6 - 8	6 - 8	D/W	I3, I5	
I5: Tomb of Martek	CS	A	32	6 - 8	7 - 9	D/W	I3, I4	
UK1: Beyond the Crystal Cave	CS	A	32	4+	4 - 7	D		04/124
A1: Slave Pits of the Undercity	$5.50	A	24	6 - 9	4 - 7	D	A2, A3, A4	A4/101
A2: Secret of the Slavers' Stockade	$5.50	A	40	6 - 9	4 - 7	D	A1, A3, A4	B4/103
A3: Assault on the Aerie of the Slave Lords	$5.50	A	32	6 - 9	4 - 7	T/D	A1, A2, A4	Z3/103
A4: In the Dungeons of the Slave Lords	$5.50	A	32	6 - 9	4 - 7	D/W	A1, A2, A3	Z3/103
C1: Hidden Shrine of Tomoachan	$6.00	A	32+8	3+	5 - 7	D		Y3/135
C2: Ghost Tower of Inverness	$5.50	A	32	5+	5 - 7	D		Z3/91
S1: Tomb of Horrors	$5.50	A	32	1 - 20	6 - 14	D		L2/100
S2: White Plume Mountain	$4.50	A	16	1 - 10	5 - 10	D		U3/69
S3: Expedition to the Barrier Peaks	$8.00	A	32+32	1 - 15	8 - 12	D		Z5/118
S4: Lost Caverns of Tsojcanth	$7.50	A	64	6 - 8	6 - 10	D/W		M5/141
G1 - 3: Against the Giants	$6.00	A	32	5+	6 - 9	D	D1-3, Q1	N5/126, V5/128, N5/139
D1 - 2: Descent into the Depths	$6.00	A	32	6+	9+	D	G1-3, D3, Q1	M5/141
D3: Vault of the Drow	$6.00	A	32	6 - 9	10 - 14	D	G1-3, D1, Q1	M5/141
Q1: Queen of the Demonweb Pits	$5.50	A	32	6 - 9	10 - 14	D	G1-2, D1-3	M5/141
WG4: Forgotten Temple of Tharizdun	$6.00	A	32	5+	5 - 10	D/W	S4	
BH1: Mad Mesa	$5.50	BH	32	1+		T		
BH2: Lost Conquistadore Mine	$5.50	BH	32	4 - 8		T/D		
BH3: Ballots & Bullets	$5.50	BH	32	3+		T		
GW1: Legion of Gold	$5.50	GW	32	2 - 8	B/I	D/W		
GW2: Famine of Far-Go	$5.50	GW	32	2 - 10	B/I	D/W		
GB1: Trouble Brewing	$5.50	GB	32	8 - 12	Any	T		
GB2: Murder in Harmony	$5.50	GB	32	2 - 6	Any	T		
GB3: Death on the Docks	CS	GB	32	6 - 8	1 - 3	T		
SF1: Volturnus, Planet of Mystery	$5.50	SF	32	2+	1 - 3	W	SF2	
SF2: Star Spawn of Volturnus	$5.50	SF	32	2+	1 - 3	W	SF1	
TS002: Rapidstrike	$5.50	TS	32	2 - 6	B/I	D		
TS003: Lady in Distress	$5.50	TS	32	5 - 7	I	D		
TS004: Operation: Fast Pass	CS	TS	32	4 - 10	I	W		

DRAGON™ Magazine Subscribers: Some members are writing in and complaining about not receiving their issues. We cannot honor requests for people's subscriptions to begin with a certain issue — this is simply impossible due to the rush of new members that we get at RPGA™ HQ. DRAGON Magazine has set deadlines for receiving the names of new subscribers from the RPGA Network. We try very hard to meet these deadlines, but some names obviously do not make it. It may be as long as two months before a member gets their first issue. We ask that you please be patient — you will receive a full year's worth of DRAGON Magazine. If you have problems with your DRAGON Magazine subscription, please contact DRAGON Magazine directly, at POB 110, Lake Geneva, WI 53147. You'll save both yourself and RPGA HQ a lot of time and trouble.

Library Programs: If you know of a public library that currently has or is forming a club, please inform RPGA HQ of the name and address of the library and the person running the program. RPGA HQ will send them older Basic Sets and polyhedron dice for beginners, (that's for beginners in a public library program only). Please direct this information to: RPGA™ Network, POB 509, Lake Geneva, WI 53147.

Gift Catalog Returns: If for any reason we have made a mistake on your order, please notify us and we will correct it. If you have made the mistake, please write us telling of the problem, but do **not** return the merchandise until we tell you to! Wearing apparel (T-Shirts) and Baseball Caps cannot be returned, so please make sure that you get the size and style correct the first time.

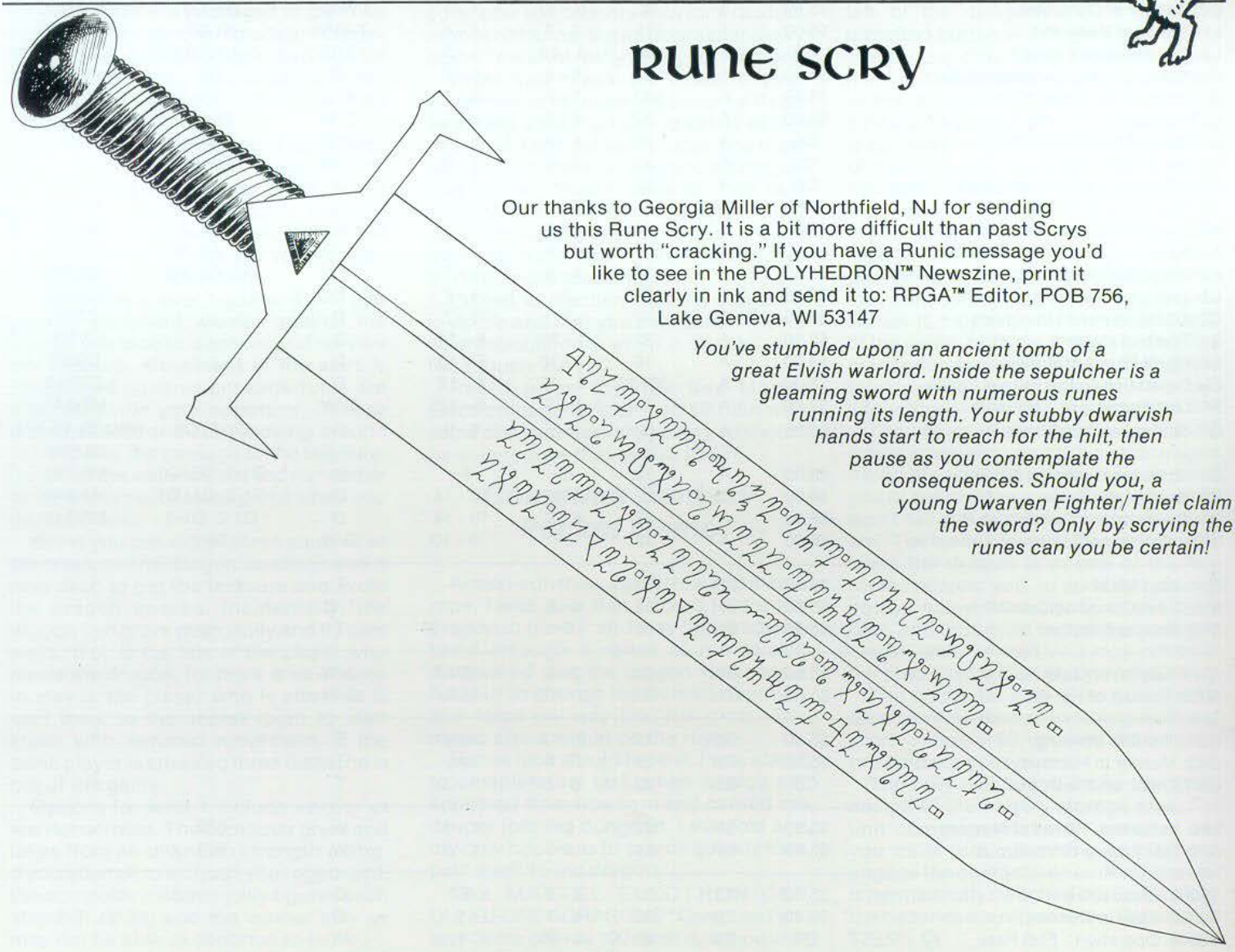
It has come to our attention that some of the information provided in the Module Summary page in Issue #10 was inaccutate. We have included a revised edition with the newest available information in this issue (POLYHEDRON™ Newszine #11) We regret any inconvience this may have caused our members.

Issue #10 Rune Scry Answers

light glow, fire grow,
from my wand to target go,
let all who see me wield this know,
I am an awesome, fiery foe

WHITE RABBITS

RUNE SCRY



Our thanks to Georgia Miller of Northfield, NJ for sending us this Rune Scry. It is a bit more difficult than past Scrys but worth "cracking." If you have a Runic message you'd like to see in the POLYHEDRON™ Newszine, print it clearly in ink and send it to: RPGA™ Editor, POB 756, Lake Geneva, WI 53147

You've stumbled upon an ancient tomb of a great Elvish warlord. Inside the sepulcher is a gleaming sword with numerous runes running its length. Your stubby dwarvish hands start to reach for the hilt, then pause as you contemplate the consequences. Should you, a young Dwarven Fighter/Thief claim the sword? Only by scrying the runes can you be certain!

DM's and Judges Needed

Are you a good DM or Judge? Really Good? Then the RPGA™ Network wants to hear from you. We will be expanding our tournament system in the coming year, and will be needing sharp and experienced Judges for all of TSR's Role Playing Games.

We need to know the following information about you:

Name _____ RPGA™ Member # _____

Address _____

City _____ State _____ Zip _____

Telephone Number ( ) _____ Age _____

What games do you run: *(please circle)*

D&D® Game
AD&D™ Game
BOOT HILL® Game
DAWN PATROL™ Game
GAMMA WORLD® Game
GANGBUSTERS™ Game
STAR FRONTIERS™ Game
TOP SECRET® Game

How long have you been role playing? _____

Do you run a campaign? Yes ____ No ____ If yes, how many players? _____

What is the highest level attained by one player? _____

How long have you judged? _____

Do you always DM/Judge, or do you switch off with others? _____

Have you ever run a Tournament session at a major convention? _____

What is the worst problem you have encountered while running your campaign? _____

_____

_____

How did you resolve it? _____

_____

_____

How do you handle troublesome players in your campaign? _____

_____

_____

Do you plan on attending any major fixed regional conventions this year? _____

If so, which ones? _____

_____

If you are interested, please detach or make a copy of this page and mail it to:

RPGA™ HQ
Judges Dept.
POB 509
Lake Geneva, WI 53147

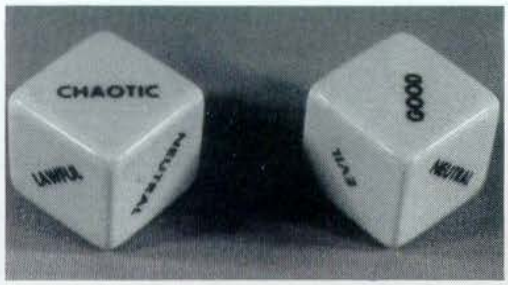
Treasure Chest

Dice and Accessories

Gem Dice. Still available from the RPGA™: 8-sided and 20-sided gem dice in special RPGA Network colors, Electric Blue and Electric Green. Made of high impact plastic, these dice do not have the numbers pre-inked. Please specify the combinations you wish:

2 8-sided (1 Blue & 1 Green) 2 20-sided (0-9, 1 Blue & 1 Green) 2 20-sided (1-20, 1 Blue & 1 Green)

Price: $1.50 per pair; 6 dice (as above) for $3.75.

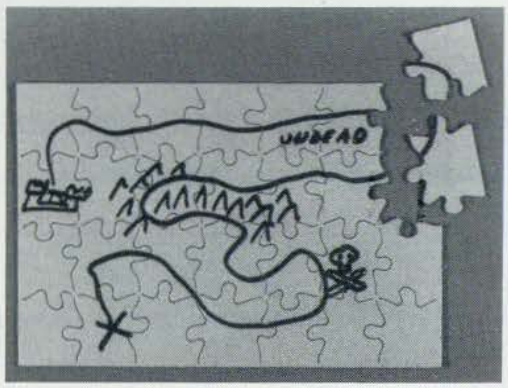


RPGA™ Network **Alignment Generators.** A special set of 6-sided dice designed for use in determining the alignments of random encounters, NPC's, etc. One die has Lawful, Neutral, Chaotic imprinted on it, and the other has Good, Neutral, Evil.

Price: $1.25 per pair

Blank Puzzles. Still available from RPGA HQ, mini-jigsaw puzzles that you can draw your own fantasy maps, treasures maps, legends, etc. on. Finding all the pieces can be the players delight or dilemma. 5½" x 8½" — 28 pieces. We might add that the puzzles are all cut the same, so if you purchase two puzzles and make two maps, the players might be driven quite mad when they try to figure why the a particular piece fits the puzzle, but not the map or diagram drawn on it (heh, heh, heh!).

Price: 50¢ each.



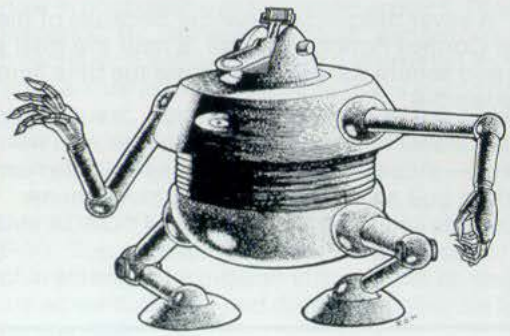
Apparel

Apparel items are NOT returnable.

Gaming Caps. 100% Polyester adjustable caps. One size fits all. Please specify color and type. Colors available are: Dark Blue, Green, Red, and Yellow. Types are: A) Robot, B) Halfling Thief, C) Dwarf Hero.

Price: $4.50

A



B

C

T-Shirts. 65% Polyester/35% Cotton white with dark blue neck and armbands. Available in adult small, medium, large, and extra large. Please specify size and type. Types are: A) Grell Attack, B) Gamma Chicken, C) Dwarf Hero.

Price: $7.00

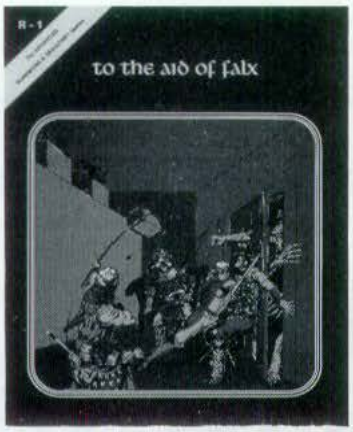
A

B

C

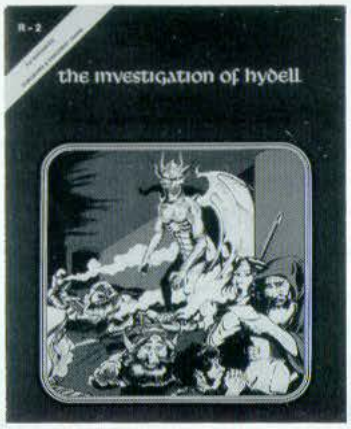
ADVANCED DUNGEONS & DRAGONS® Modules

by Frank Mentzer



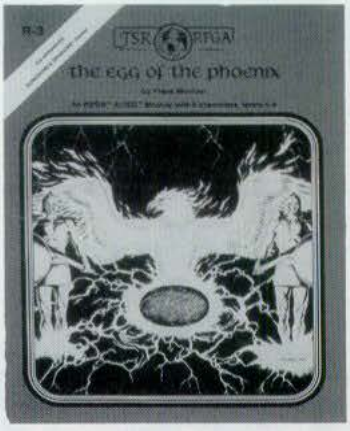
R-1: *To The Aid of Falx.* A silver dragon is in danger because of the theft of five Silver Dragon Control Potions. His lair is near the thief's complex. Can you slip in and secure the potions before the time limit runs out? 5 characters, levels 5-9.

Price: $3.50



R-2: *The Investigation of Hydell.* Happy Slaves? A business that sells happy slaves?? You are requested to investigate the complex and shut it down if possible. 5 characters, levels 5/5.

Price: $4.50



R-3: *The Egg of The Phoenix.* In the lonely town of Northending, the council of Five has called upon the famous Paladin Athelstan to come to their aid. The fabled artifact know as the Egg of The Phoenix has been stolen by evil creatures and hidden far away — on the Negative Material Plane, and guarded by a real Phoenix. 6 characters, levels 5-9.

Price: $4.50

Back Issues. We still have back issues of POLYHEDRON™ Newszine available. Issues 1 - 8 and 10 are still in stock, though Issue #6 is running low. Issue #9 is no longer available.
Collectors please note : We will **not** be reprinting old issues.

Price: $1.25 each.

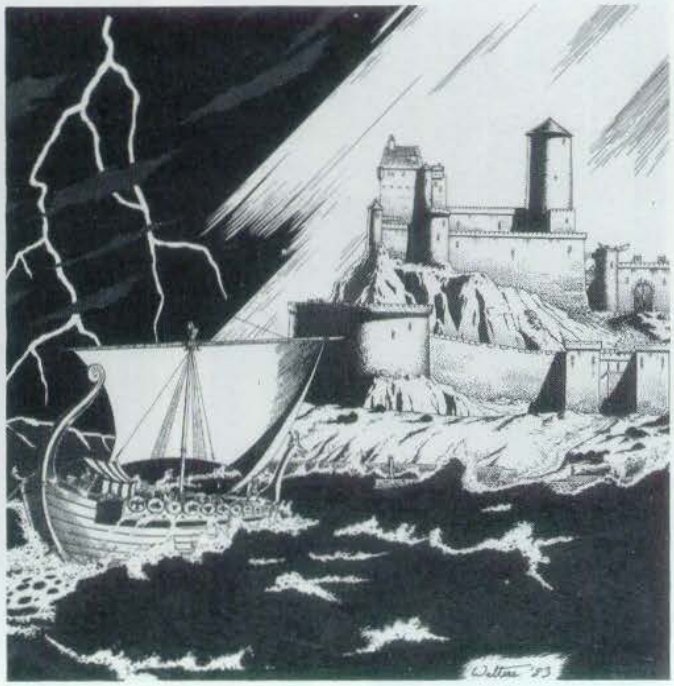
New Modules

Available in late May

R-4: *Doc's Island,* by Frank Mentzer. Your party is now in possession of the famed artifact, The Egg of The Phoenix. Its delivery through dangerous lands and treacherous waters has been entrusted to your party. Your arrival at the mysterious Doc's Island does not end your quest, however. Rather, it is the beginning of a new one, set in the very bowels of Doc's Island as your party searches for its greatest treasure — a Holy Sword.

An intriguing sequel to R-3: *The Egg of the Phoenix,* this AD&D™ Module is for a party of 5 characters, levels 6-10. The module includes maps, a set of pre-rolled characters, background information on the lands you are adventuring in, and detailed encounter information for the DM.

Price: $4.50



For DUNGEONS & DRAGONS® Basic Game

Rahasia

by Tracy and Laura Hickman

An RPGA™ D&D® Adventure for 5-8 Characters, Levels 1-2

Available in April

RPGA™ Module #1: *Rahasia,* by Tracy and Laura Hickman. The elvenmaid Rahasia is in dire peril. An outsider, the evil human Rahib, is trying to force her to come away with him against her will. To this end, he has taken over the Temple of The Sacred Black Rock. He has placed the elves who tend it under a terrible curse, and lured both Rahasia's father and her betrothed into his hands. You are her last hope. Can you brave the dangers of the Temple, break the curse, and capture the Rahib before he brings ruin upon all?

This is the first of a line of RPGA Modules dealing with general adventures using TSR game systems. It is a D&D® Basic Adventure for a balanced party of 5-8 characters of levels 1-2. The module includes background information, maps of the temple complex, a set of pre-rolled characters, and detailed encounter information for the DM.

Price: $4.50

Printed in U.S.A.

RPGA NETWORK

ISBN 0-88038-027-6

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BRAND NEW! *RPGA™ Network* **Slipcases**. Tired of stacking your modules, piling your gaming magazines, or losing your character sheets? Now you can keep them protected in our new RPGA Network Library Slipcases. These slipcases aren't flimsy, thin cardboard, but 70 pt. chipstock, **and** are double cases for maximum protection. Measuring 11¾" high, 9" wide, and 3" thick, they are perfect for your POLYHEDRON™ Newszines, DRAGON™ Magazines, and TSR Game Modules. The five AD&D™ Game Books will all fit in one Slipcase! Deep Blue with the Silver RPGA Network Emblem heat-stamped on the facing edge, these attractive Library Slipcases look great, and can add longer life to your gaming materials.

Price: $7.50 each, 3 for $21.00, or 6 for $40.00.

THE ARTISTS OF TSR

The RPGA™ *Network's first Art Portfolio*

This product was created for those of you who have searched for high quality, imaginative artwork at a reasonable price.

This fine portfolio features 12 black and white pieces of art, printed separately, and protected by a wraparound cover. It also contains background information on the TSR Art Department, and its artists. They are ideal for displaying on your walls, using in a campaign, and gift giving, or simply add them to your fantasy art collection.

The 12 pieces include: *Amazon Archer, War God, Norien-Elven Huntress, Orc War Party, Fire Dragon Hunt, Vampiress' Tomb, Cu Chulainn, White Dragon Death, the Tri-gon Rider of Samaj, the Undead Queen's Vault, Starfarer's Last Battle, and Thor's Battle with Jormungandr. Other artwork includes the cover's Dragonhead and inside caricatures of the Art Staff.*

Price:$7.50

HOW TO ORDER

Use the enclosed order form to list the specific item(s) and price(s) in the spaces provided. When you have listed your entire order, add up the prices PLUS postage to arrive at the total cost. The postage and foreign rates are listed above the order form. No merchandise can be shipped on a COD basis. Payment must be made in one of the following ways:

1) Credit Cards: We accept only VISA or MASTERCARD. You may either use the form and mail this in (in which case we also need your credit card type, number, expiration date, and name of card holder. Phone number and area code must also be included on credit card orders), OR use our toll free number and place your order. The Number is 1-800-558-5977 (outside Wisconsin only). THIS NUMBER IS FOR PRODUCT ORDERS ONLY!! Please have the following information ready:

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City, State, and Zip Code
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Expiration Date
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Products you are ordering and total cost

2) Money Order or Certified Check: US Residents, please send a Certified Check or Money Order for the total amount PLUS postage.
Foreign residents must add on other charges (see order form) and ALL PAYMENTS MUST BE IN US FUNDS. Please make all checks or Money Orders payable to: RPGA™ Network, POB 509, Lake Geneva, Wisconsin 53147.

Please completely fill out the ORDER FORM legibly in ink.

How we ship: Normally, all orders are shipped within 4-7 days upon receipt of an order, but this may vary depending on the season. UPS is used whenever possible, so be sure someone is home to sign for the package. Otherwise, please request that your package be sent by Parcel Post (PP). APO, FPO and PO Box numbers are automatically shipped Parcel Post. Remember, the postage charge must be added to the total purchase amount, or your order will not be sent to you.

If you are expecting to move while you are awaiting delivery, please specify an alternative mailing address so that we can assure proper delivery to you. We will automatically back order any stock we can as we run out. If and when the item is back in stock, it will automatically be mailed to you. In either event, you will be notified and your money refunded if necessary.

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$20.01 to $30.00 add $3.00 for postage
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Over $40.00 postage is free for USA Residents
Canada & Mexico add 15% of total order for postage and handling
Foreign Residents add 20% of total order for postage & handling
APO & FPO add 10%. Check here _____ for SAM (Surface Available Mail) or here _____ and add 10% plus $1.00 for PAL (Parcel Air Lift).
Wisconsin Residents add 5% sales tax to all orders before figuring the postal charge.
ALL PAYMENTS MUST BE IN U.S. FUNDS.
NEVER SEND CASH. Allow 3-4 weeks for delivery.

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Wisconsin Residents Add 5% Sales Tax				Sales Tax	
				Postage	
DATE:				Total	

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Credit Card Expiration Date _____

Signature of Cardholder _____

Name _____

Address _____

City _____ State _____ Zip _____